

# COWBOY BEBOP

## ANIME 5 GUIDE





Anime/TV

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illustrated by TOSHIHIRO KAWAMOTO





illustrated by TOSHIRO KAWAMOTO

# COWBOY BEBOP

Vol.005

Anime  
Guide



WE GOT THE JAZZ.

SESSION#20

Pierrot Le Fou

SESSION#21

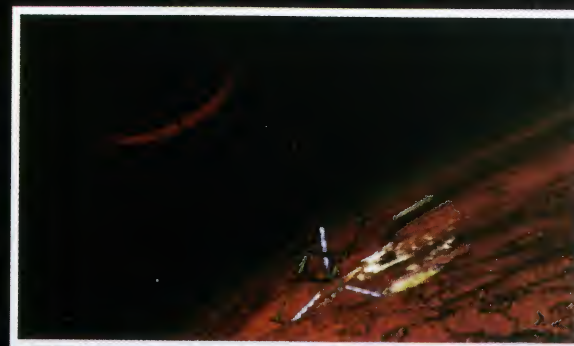
Boogie Woogie Feng Shui

SESSION#22

Cowboy Funk

SESSION#23

Brain Scratch





# SPIKE SPIEGEL

Birthplace: Mars Occupation: Bounty Hunter Height: 185 cm

Blood Type: O Age: 27

Daily Life: There's never a dull moment in the day of *Bebop's* central protagonist. In this volume, he's hunted by a psychotic assassin, nearly gets brainwashed by an invidious cult, and even butts egos with an overzealous doppelganger. And you thought you were having a rough week!



TOO  
GOOD  
TOO  
BAD



## JET BLACK

Birthplace: Unknown Occupation: Bounty Hunter Height: 188 cm  
Blood Type: A Age: 36

Daily Life: Besides keeping the Bebop in tip-top shape, Jet comes to the aid of an old acquaintance's daughter and orchestrates a way to rescue Spike and Faye from the seductive grip of the electronic cult Scratch.

# THE REAL MAN





# FAYE VALENTINE

フェイ・ヴァレンタイン

Birthplace: Unknown  
 Occupation: Bounty Hunter  
 Height: 168 cm Blood Type: B Age: 23  
 Daily Life: You never know what Faye is going to do, or why she does it. Sometimes she'll tag along with the boys of the Bebop on their adventures, and sometimes she'll find herself in a whole mess of trouble on her own. But whenever she tries to get the drop on Spike and Jet for a bounty, she ends up in hot water.



Want it  
 all  
 back





**BAD  
DOG  
NO  
BISCUITS**



## ED & EIN

エド&アイン

Ed & Ein

Ed: Birthplace: Earth Occupation: Bounty Hunter Height: 136 cm

Blood Type: AB Age: 13 (self-styled)

Ein: Birthplace: Unknown Occupation: Welsh Corgi Sex: Male Age: 2 (estimated)

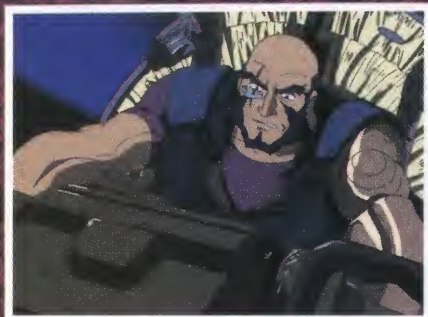
Daily Life: Ed and Ein meet every challenge with a grin and a bark (respectively).

Their primary activities include sleeping, eating, and occasionally hacking computers.

**Cats  
on  
Mars**







# Pierrot Le Fou

Beneath his eerie smile and portly frame, the man known as the "Mad Pierrot" possesses a superhuman capacity to kill. Once known as Tongpu, Pierrot has no affiliations, his past shrouded in a conspiratorial cloak of mystery that is ultimately the key to his defeat. Through an unfortunate turn of events this maniacal murderer targets Spike, who must put everything on the line to beat him. This episode employs evocative dark shadows and stylings reminiscent of German expressionist films of the '20s to draw the audience into the title character's hellish world of madness.

Session #20

道化師の鎮魂歌

SESSION#20

Scenario : Sadayuki Murai

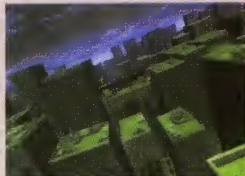
Continuity : Yoshiyuki Takei

Director : Yoshiyuki Takei





"I've journeyed here...to take your lives."



1 A crazed eye stares into a city street at night and seizes on a suited man exiting a casino. The eye's owner appears, a portly man in a bizarre outfit. He glares at the big shot surrounded by his thugs. "Hello, gentlemen."



2 Before the goons can react, the man unleashes a hail of bullets from his walking cane. They fall without being able to fire a shot.



3 Spike, leaving a pool hall, sees the carnage. The killer, noticing Spike, says, "Hello, boy," before letting loose with his firearm affection.

With a smile, the killer clown...

A city on Mars. A man, impeccably dressed in a tailcoat suit and silk top hat, stands in a gloomy back alley. He brutally murders a VIP who has just stepped out of a casino. Spike, passing by, lays witness to the slaughter, which spurs the maniac to attack him. Spike narrowly avoids the first assault. But his gun is no match for the incredible power of the psycho, who can fly in the air and deflect bullets. Just then, a cat appears in the alley. When the maniac sees it, he screams and whirls around in a confused frenzy. Spike seizes the opportunity to escape, but weathers not a few bruises in the process.

Jet contacts Bob, a buddy from his days with the ISSP, to get some info on the man who attacked Spike. According to Bob, his name is Tongpu, an assassin known as the "Mad Pierrot" who has killed several high-ranking ISSP officers. The ISSP is hoping to keep the secret of "Mad Pierrot" from going public.



4 Spike narrowly avoids the firestorm by ducking behind a garbage can. He returns fire, but his bullets stop in mid-air and ricochet away.

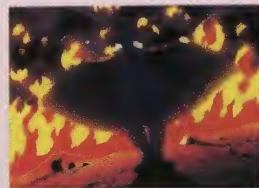


5 Grinning, the man closes in on Spike from the air. Spike tries to fight, but the killer is too fast and strikes with superhuman agility. He beats Spike to a pulp before locking his aim squarely on him.



6 Suddenly, the maniac goes into a hysterical fit and fires at a passing cat. Spike uses the opportunity to explode a nearby gas cylinder, which sends the man flying.

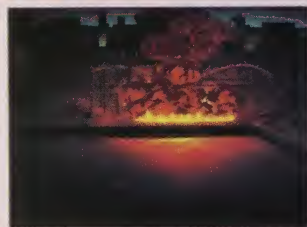




7 Spike escapes, but not before taking a knife in the arm. Despite the explosion, the maniac suffers nary a scratch. Maintaining his vile grin, the man opens his jacket, revealing a stockpile of weapons.



8 Spike bolts as the maniac lobs a grenade at him. The explosion nearly consumes Spike, who escapes into the water. The maniac goes in for the kill, but vanishes into the night when he hears approaching sirens.



9 A rooftop nearby. "Your partner ran into some bad luck, Jet," says Bob, Jet's buddy from the ISSP. Jet wants info, but Bob is reluctant to talk. Finally, he says, "Have you heard the name 'Mad Pierrot'?"

"Well, Spike never had any good luck in the first place."



#### Interlude

The assassin's real name, Tongpu, and his nom de guerre, "Mad Pierrot," were both taken from two songs of the same names recorded by the Japanese technopop band YMO. The band named the later song after the title of French auteur Jean-Luc Godard's film, *Pierrot Le Fou*, which translates to "Pierrot the insane."

## SESSION#20



10 A smug Faye plops down next to Spike. "So, the rumor is true. We have a mummy on the ship." Mouth gauzed shut, Spike can only mumble in reply. "You end up like this because you go looking for trouble." "Take care," she chides as she tosses an orange peel on his head.



11 Bob informs Jet that the maniac has killed seven ISSP executives. The ISSP is afraid of the man's very existence being leaked to the media.



"An assassin known as 'Mad Pierrot' Tongpu."



12 The man nicknamed the "Mad Pierrot" is the assassin Tongpu. He is a one-man army, a veritable killing machine. "They say he appears with a smile, and leaves with a smile," Bob notes.



COWBOY BEBOP

EYE CATCH



13 "Mail, Faye Faye!"  
Ed screeches. Faye checks it begrudgingly, but when she reads the mail, her face goes wan. "You're invited to a wonderful party," she reads. "Keep this mail a secret from Spike," she asks Ed.



14 "A secret from me?" says Spike, coming up behind Faye. The mail is a challenge from Tongpu, and Spike intends to answer it. "You're going looking like that?"

"Maybe this is the one I won't come back from."



15 On his way back to the Bebop, Jet finds out that Spike has left to face Tongpu. He asks Ed for a favor.

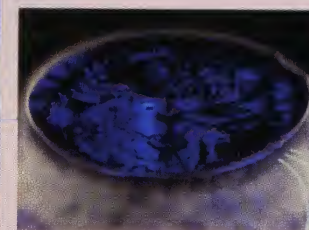
### Spike's fate in the hands of a maniac

An email arrives at the Bebop - a challenge from the assassin, Tongpu. To no avail, Faye tries to hide it from Spike, who, still-wounded and void of reason, heads out to face Tongpu again. The showdown is to take place after hours at an amusement park called Space Land, replete with anthropomorphic characters and magical landscapes. As Spike enters, he understands that this might be the one fight he doesn't live through. And it seems that way as Tongpu tosses the bounty hunter around like a tempermental child playing with a fragile toy. On the Bebop, Ed hacks the ISSP computers to discover that Tongpu is actually an assassin created by a top secret ISSP experiment. Against her better judgement, Faye goes to Space Land to save him, but, even together, they can't beat Tongpu, who once again locks Spike in his sights.

## SESSION#20



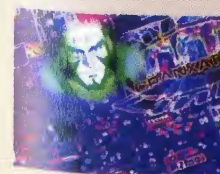
16 Spike arrives at the designated meeting point, an amusement park called Space Land. Suddenly, a bright light shines down on him. Tongpu's maniacal laugh rings throughout the park. As Spike hears, "Let's party!," the rides begin to move and Tongpu attacks!



"Let's party!"



17 Inside a funhouse, an angel hologram distracts Spike as Tongpu in a penguin car swoops down on Spike like a bird of prey. An explosion knocks him off of his feet.



18 Ed hacks into an ISSP computer, intent on finding info for Jet.



19 Tongpu continues to chase after Spike. A robot dog appears and Spike, in the heat of battle, blows the canine to smithereens.



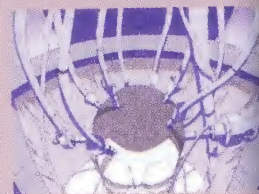
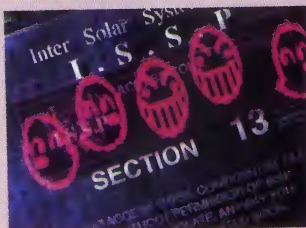
20 Spike falls into a roller coaster car. Tongpu jousts against him riding on one of the coaster cars from the opposite direction. He catches Spike's neck with a whip and throws him into a pond beneath the tracks.



21 When Ed finds the encrypted section of the ISSP mainframe, Jet tells her to "Find the file with the code name 'Tongpu.'" Ed has a tough time with the security at first, but her swift fingers soon crack it.



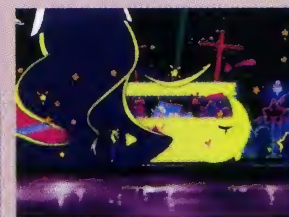
22 Tongpu's origin. An ISSP experiment transformed him from an ordinary man into a super assassin. While being tortured, Tongpu stared into the steady gaze of a cat. Because of the unrelenting psychological pain of the experiments, his psyche regressed to that of a child. Tongpu broke out of the facility, seeking revenge on the ISSP. Jet remarks, "He actually seems to enjoy killing. He's like a child with superhuman fighting ability."



"... there's nothing more cruel than a child."



23 Faye races to help Spike in her Redtail, but Tongpu shoots her down. Spike, beaten and exhausted, is caught point blank by the madman. But just as he squeezes the trigger, Tongpu sees a toy cat and memories from the experiment come flooding back.



## SESSION#20



24 Spike tries to run, Tongpu blocks his way. But when Tongpu sees a reflection of the cat in Spike's artificial eye, he hesitates. With lightning speed, Spike plunges a knife into Tongpu's leg, and then falls, having taken a round in the shoulder.



25 When Tongpu sees the knife in his leg, he screams like a child and backs up clumsily into a parade of animatronic toys. Spike watches as Tongpu is trampled to death. A message comes in from Jet. Spike mutters, "Forget it. I don't need the info anymore."



### Interlude

Cell animation techniques were not used in the production of this particular episode. It was rendered in full digital. We were able to intensify moments because of this, for instance, Tongpu's POV from above the skyline looking down on the streets, and the staggered battle scenes with Spike. Effective use of this digital processing technique draws the audience deeper into the story.

"Mommy! Mommy!"

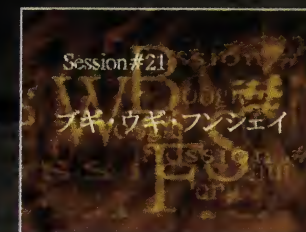
SEE YOU SPACE COWBOY...





# Boogie Woogie Feng Shui

Jet receives a piece of mail sent to him posthumously by the late great feng shui master, Pao Kua. Guided by the message, Jet encounters Pao's daughter, Meifa, and together they search for clues to solve a mystery Pao has set before them. At the end of the puzzle, pocked with Pao's use of feng shui, is a bittersweet denouement. The "boogie woogie" of the title describes up-tempo piano blues and refers to the lively, cheerful, resilient young feng shui girl, Meifa.



## SESSION #21

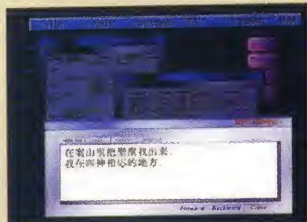
Scenario : Sadayuki Murai &  
Shinichirou Watanabe

Continuity : Ranta Ushio

Director : Ikurou Satou







1 "Seek the holy beast of Anzam. I am where the four gods meet," reads a cryptic email Jet receives. Following up, Jet ends up at the grave of the sender, universal feng shui master Pao. "I suppose you couldn't have sent me that message from here, could ya?"



2 "The one who visits from the inauspicious door receives word from the heavens and will lead me to the sunstone – just like the pa kua said!" Jet turns to find a young girl!



"Just like the Pa Kua said!"



3 "Look out!" she yells and saves Jet from a hail of Bullets. Two gunmen train their sites on Jet and the girl.

### Mysterious message from a dead man

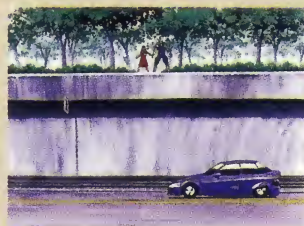
A letter comes to Jet from an old acquaintance, the famous universal feng shui master Pao. Written in the letter, in Chinese characters, is the cryptic phrase, "Seek the holy beast of Anzam. I am where the four gods meet." Jet, intrigued by the letter, decides to investigate. He is surprised to discover that Pao is dead. At Pao's grave, Jet meets a young girl named Meifa. The two are attacked by men in black. Jet, saved by the girl's quick thinking, brings her back to the Bebop.

Meifa is Pao's daughter. She tells Jet that her father was lost in a phase space accident. Jet shows her the message from Pao. She understands that the command refers to the location of the priceless sunstone. Meifa pleads with Jet to help her find the sunstone. Charmed by her earnestness, Jet decides to help.

4 Jet takes cover and returns fire. The girl reads a luo pan compass (a device used in feng shui), hoping for an escape route. "I've found a way out!" she says as she grabs Jet's arm and runs.



5 Jet and the girl dart through the bushes, but come to a dead end at a cliff. The girl jumps on top of a passing tramcar, pulling Jet with her. The gunmen pursue hot on their heels.



"Well, that was pretty close, huh?"

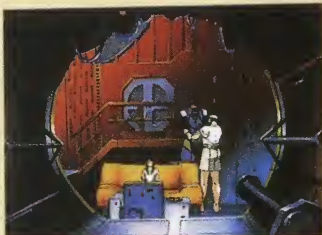


6 Jet and the girl leap into a canal as their pursuers continue to follow the tramcar. The girl pops out of the water and shoots an impish grin at Jet.

## SESSION#21







7 Jet brings the girl to the Bebop. Faye smirks and asks, "I wonder if she's his new girlfriend?" "Nah, she's too young..." Spike remarks. "Maybe he's got a 'thing.'" "In that case, she's a little too old."

8 The Bebop's young guest, Meifa, is Pao's daughter. Jet met her once when she was very young. She tells Jet that Pao was travelling to Mars when he was killed by a time-space distortion in hyperspace.



"I wonder if she's his new girlfriend?"



9 Ed comes in bearing sweets. She takes a good look at the girl and asks, "Are you Jet's girlfriend?" Jet spits out his tea. Ed keeps probing. "Does he have a thing for you?"



10 Jet glowers at Spike and Faye. They wisely walk away.



11 "Mr. Jet, why were you at my father's grave? No one outside the family knows about his accident," asks Meifa. Jet shows her the letter, and tells her it was sent three days ago. Meifa realizes that was right before the accident. "He knew about the sunstone," she yells suddenly.

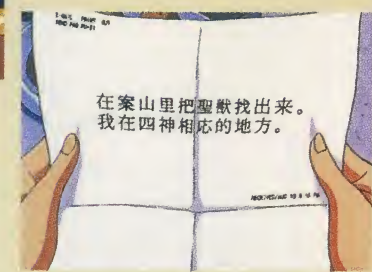


12 Meifa pleads with Jet for help. She says that the letter points the way to the sunstone. "The direction, day, and time you arrived were all the best combination for feng shui! Especially if you're on a quest!" Jet gives in to her alacrity and decides to help.



13 Meanwhile, the men in black get a communication from their boss, who is none too pleased that they failed to take out Jet and Meifa.

# SESSION#21



在案山里把聖獸找出来。  
 我在四神相応的地方。

## Feng Shui (1)

Universal feng shui is an ancient art of geomancy practiced through reading 3 different types of qi (qi of the heavens - energy from the sun; qi of the earth - energy that arises from a planet's surface; qi of magnetism - the energy that living things themselves emit). The time-honored terrestrial art of feng shui has even been adapted for space. The part of the feng shui device that Meifa uses, the luopan, reads the orientation of objects in three dimensional space.

"Can you help me, please?!"





14 Jet and Meifa snoop around town, but they can't find any clues. Tired, they take a short break in a park. Jet asks, "Is feng shui any different from fortune telling?" Meifa explains that feng shui has the power to turn bad luck into good luck. "For example, if you were a powerful shui master like my father..."



15 Meifa falls silent. Jet asks her what's wrong, and Meifa says, "I just realized that I never spent any time talking with my father like this."

"No, wait, a boyfriend would be bad, wouldn't it?"



16 "Hey, I'm not as old as your father," Jet defends. "If anything I could be your boyfriend... No, wait, a boyfriend would be bad, wouldn't it? I mean, I could be more like your older brother." Meifa laughs. "Let's go, big bro."



### Feng Shui (2)

The four gods that Meifa searches for from the rooftop are divinities from ancient Chinese astrology that take the form of mythical animals. Each protects one of the four main compass directions, east, west, north, and south. The east symbol is the dragon Seiryuu, west is the white tiger Byakko, the south is the red phoenix Suzaku, and the north is Genbu, a combination of a turtle and a snake.

## SESSION#21



17 Jet and Meifa stand atop the roof of the Mountain Hotel. She suspects that this is the Anzam in the letter. Meifa looks around, then points: "There!"



18 She points to the reflection of a train on a building - BLUE DRAGON. In the opposite direction, a big, white building - WHITE TIGER. On the right, tubular structures around a dome - SNAKE & TORTOISE. On the left, mountains resemble a bird with outstretched wings - RED PHOENIX. "It's the zenith cross, the 'four gods' in the letter."



"The sunstone is here."



19 Meifa looks at her loo pan. "The sunstone is here." "Are you sure about that?" Jet asks.



EYE CATCH





**20** Led by her *luo pan*, Meifa approaches a statue of a sacred animal. From within its mouth, Meifa extracts a jagged, pitch-black stone. She exclaims "I finally found it," "A black rock?" asks a puzzled Jet.



"So this is the sunstone..."



**21** Jet realizes a car is following them. He grabs Meifa's arm and hurries into a bar. He barks at the keep, "Gimme a bottle of *lao jiu*. I don't need a glass." The men in black get out of the car and walk toward the bar.



**22** The moment they enter the bar, Jet bashes one with the bottle, while Meifa attacks the other.



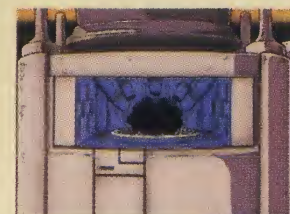
### The fate of Pao, who showed the way to the sunstone...

Having finally figured out the puzzling letter, Meifa follows the clues, which lead her to an antique store in one of the city's back streets. Here, the *luo pan* guides her to a statue of a sacred animal. She puts her hand in its mouth and draws out the sunstone. Jet realizes they have been followed by the men in black and ambushes them in a bar. The men, who confess being part of the mafia syndicate "Blue Snake," reveal that Pao is still alive. Jet and the others are baffled by the deepening mystery. What did Pao want them to do with the sunstone when they found it? When they return to the *Bebop* to analyze the rock, they discover it reacts instantly to the *luo pan*. Meifa theorizes that if Pao has a sunstone too, they can use the attraction between the stones to find him.

## SESSION#21



**23** Jet wakes up one of the goons. He puts him in a headlock, and the man quickly confesses that he is a member of the Blue Snakes and that Pao is still alive!



**24** They discover that the sunstone is a piece of the Moon from the phase space gate accident. Meifa says it can harness huge amounts of energy from the sun.



"This ship is still mine. Remember?"



**25** Spike and Faye look at the sunstone, but when smoke from their cigarettes makes Meifa cough, Jet tells them to go outside. Faye complains, "Hey, you're always smoking in here, Jet." Jet retorts, "This is now a non-smoking area."

**26** Meifa does not quite know how Pao wants her to use the stone. Ein grabs the stone in his mouth and brings it close to the *luo pan*. The compass moves. Meifa then develops a theory about how the stone works.







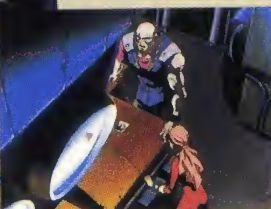
27 Meifa theorizes that if Pao has a sunstone too, they can let their stone guide them to him. However, Meifa becomes despondent. "I don't know why Dad sent the letter to you, and not to me."



28 Spike and Faye smoke in the kitchen. "They make a good couple," Spike quips. Faye sneers. "The more righteous a guy is when he's young, the more likely he is to fall for some young thing when he gets older. Men are so predictable."

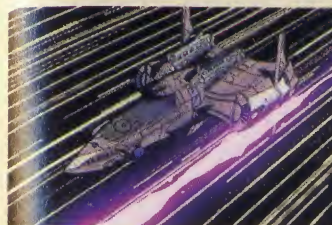


"Guys like him are dangerous."



29 Meifa says her father was consumed by feng shui and didn't have time for his family. She explains that he was afraid that his connections to the syndicate posed a danger to their family.

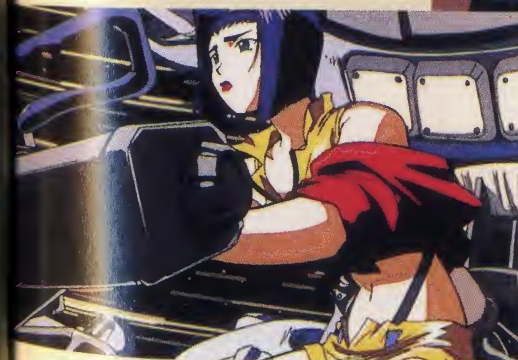
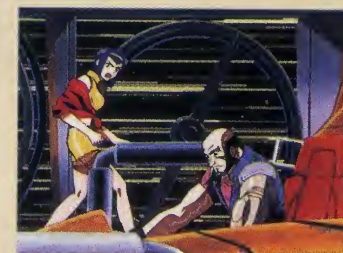
**Pao and his Daughter**  
Pao was one of the three greatest feng shui masters on Mars and a consultant for the Blue Snake Syndicate. He wanted out, and collaborated with Jet in the bounty hunter's ISSP days. He fed Jet inside information, but Meifa, who was taken out of the house by her mom seven years earlier, didn't know why her father had disappeared. Meifa respected her famous father, but she resents the fact that he gave his family nothing but pain.



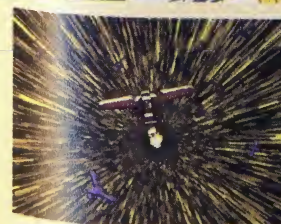
30 On a course dictated by the Luo Pan, the Bebop enters hyperspace. The radar picks up nothing. Suddenly, the Bebop is attacked from behind! "We've got company!"



31 A Blue Snake ship attacks. Jet orders the crew to fight. "Battle stations or die with the ship!"



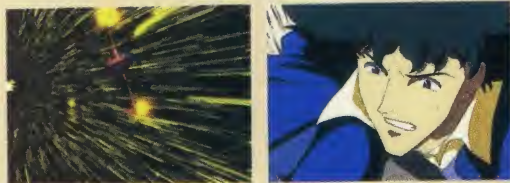
"We're fairy godparents about to grant the princess a very special wish."



32 "Why am I doing this?," Faye asks "It's called giving, Faye," Spike answers "We're fairy godparents about to grant the princess a very special wish." Spike spots a group of enemy fighters. "So these must be the evil step-sisters."



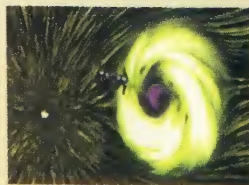




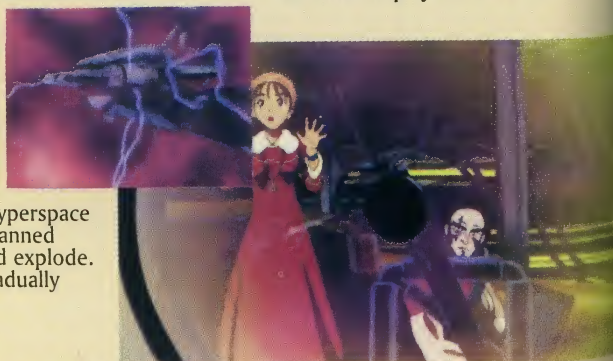
"Then we take our shot. All or nothing."

### Interlude

Originally this story, inspired by the *Titanic*, was supposed to be about a ghost ship. Of course, this was before the big hit movie *Titanic* had ever come out. In the end, we kept the phantom ship idea but in a different form, and the focus of the story became feng shui. This was before feng shui became the trendy bourgeois pastime it is today.



35 A region of unstable hyperspace appears. The enemy's unmanned machines get sucked in and explode. And then, as the region gradually grows, Pao's ship appears.



33 A communication comes in from Jet. "It looks like if we apply enough energy to the sunstone, we can draw out the forces trapped inside it." Faye, fires back, "Whatever you're gonna do, do it fast!"



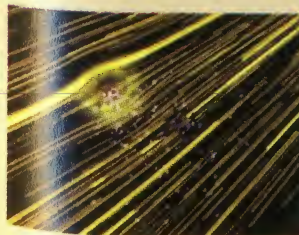
34 Ed puts the sunstone in the toilet, and Jet hits the flusher, sending it into space. Jet tells Spike to hit the stone with the Swordfish II's plasma cannon. "Right, I'm shooting at a rock now," Spike says as he aims the cannon at the stone. When the beam hits the stone, a fireworks display bursts forth.



36 A communication from Pao fades in. Jet says he can't get close enough to rescue Pao. Aware of his impending death, Pao says that he just wanted to see Meifa again. Pao says he used feng shui to bring them there, but Jet objects, "No. This wasn't your doing. Meifa is here because she wanted to find you."



"Father..."



37 "You may be right. Perhaps I give myself too much credit," Pao admits. Then he tells Meifa, "It's so wonderful to see you one last time." In tears, Meifa tells him, "I hated you for all those years. But now I don't." The fissure closes and the communication ends. Watching Pao fade on the monitor, Meifa breathes, "Father..."



38 Meifa returns to Mars. "One thing has changed," says Jet. "When I read the news, I never check the horoscopes anymore."



## SESSION#21





Session #22

カウボーイ・ファンク

## SESSION#22

Scenario : Kelko Nobumoto

Continuity : Tensai Okamura

Director : Kunihiko Mori

# Cowboy Funk

Episode 22, which did not air during the original broadcast run in Japan, features a bounty hunter named Andy. Spike and Andy resemble each other, both in look and manner, whether they realize it or not. A fast-paced, humorous, antic-ridden romp, this episode is packed with western flavor. The normally cool Spike and whip-cracking Andy, who develop a mutual hatred toward one another, are forced to become partners to stop a maniacal terrorist. The closing tag line, "See you space samurai," is a reference to one of the last jokes of the story.





1 Spike calls to a shifty security guard who has left a teddy bear at a viewing window. "Forget something?" "What would an old fart like me be doing with a stuffed toy?" "I didn't say it was yours, did I?"



2 "Hey, listen. The evening's young. I know a rocking joint. It's a first-rate hotel that offers free bodyguards and meals. The place has every amenity. One could live there at 'Hotel Prison.'"



"You don't need a reservation for 'Hotel Prison,' Teddy Bomber!"



3 The security guard is the serial terrorist, the Teddy Bomber. He bolts from Spike and presses a detonation switch ...nothing happens.

The cowboy-styled show-off Andy appears!

While on a shopping trip, Spike goes after the Teddy Bomber. But just when he's about to nab him, the cowboy-esque bounty hunter Andy appears. He dim-wittedly mistakes Spike for the bomber, which allows the real bomber to escape and causes Spike to lose all of the groceries he bought for the Bebop crew. When Spike returns to the Bebop, he tries to explain what happened, but Jet and the others don't buy the story of an iconic cowboy botching the bounty. Ed does some searching on the net and finds out that the bounty hunter's full name is Andy Von de Oniyate. He is the favorite son of the wealthy Oniyate ranch; which poses the question of why he's working as a bounty hunter?

Knowing that the Teddy Bomber is going to show up, Spike and Jet attend a masquerade party and lie in wait. But when the bomber shows, Andy's splashy interference allows the bomber to escape, again. Spike and Andy ignore the bomber and wind up fighting each other instead.



5 At that moment, Andy bursts in on horseback and aims his gun at Spike. "Reach for the sky, Teddy Bomber!" "Who, me?!" "I figured you'd plant an explosive here today. It wasn't hard after I studied your crime pattern."



## SESSION#22

4 "There isn't just one bear," Teddy Bomber warns. "You'll be killed, too." "Well, nobody lives forever." "Why do you want to blow everything up?" "Because, Spiegel, that's how I deliver a warning?"

"You can call me Wyatt Earp."



6 While Andy and Spike quarrel, the Teddy Bomber escapes. Spike pursues, but Andy lassoes him around the neck and pulls him back!



7 Having evaded his pursuers, the bomber detonates his teddy bombs, destroying the building. "That was Teddy Bomber, you idiot," Spike screams.





8 Spike returns from shopping empty-handed. "A horse?" "A horse." "A horse, huh? I thought it sounded fishy when you said you'd nab him while you were out foraging." "What's that supposed to mean?" "I mean, you spent all our food money." "I WHAT?" "What did you blow it on?" "If I'm lying, then how the hell do you explain this?" Spike lifts up his shirt, revealing the hoofprints on his back. Jet still ain't buying it.

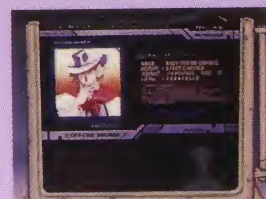


9 "Okay, okay, I buy the horse." "You do?" "But you're lacking creativity in the character." "Maybe that's the problem." "Maybe if it were a samurai instead..." "Now THAT I wouldn't question!" Spike sulks, the laughing stock of the ship.

Andy Von de Oniyate  
The favorite son of the Oniyate ranch, Andy chooses to live as a cowboy. His background, his motives, his personal life - all mysteries. After making a nuisance of himself, he was quickly expelled from the YMCA (Young Men's Cowboy Association), an organization in which men who admire cowboys (not bounty hunters, the real thing) meet. He has a terrible memory, and is quite the narcissist. He speaks in the corny argot of cinematic cowboys.

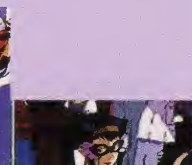


10 Ed looks up Andy's bio. "He was registered as a member of the YMCA." "He's a Christian?" Spike asks. Andy had been expelled from the group for destruction of property, vandalism, and numerous injuries.



## SESSION#22

11 Spike and Jet crash a masquerade party in search of the bomber. "Anything?" "Not yet." "He can't chance an explosion with all these people around." "His only target is the building. His type is more concerned with aesthetics." Elsewhere, Faye tries to get some information out of a boy.



"It's all about making love and peace in the world, Sugar Bear."



12 "How did you know it was me?" "This baby showed us the way to its papa." "Yeah, and the teddy bear suit wasn't a tip-off at all," says Spike sarcastically. "You guys don't know when to quit." "Look who's talking!"



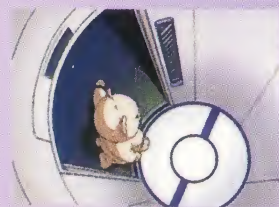
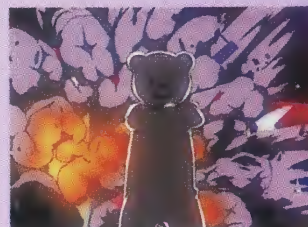
13 Just then, the elevator opens. Andy clomps out atop his horse, whistling a poignant, echoic melody. A hush falls over the entire hall, even over the usually boisterous Faye. Andy stops in front of Spike and Jet.



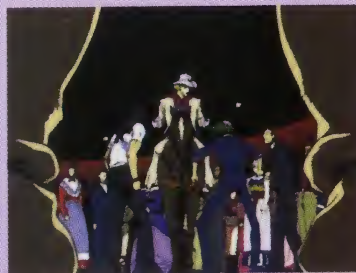
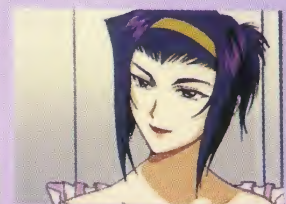




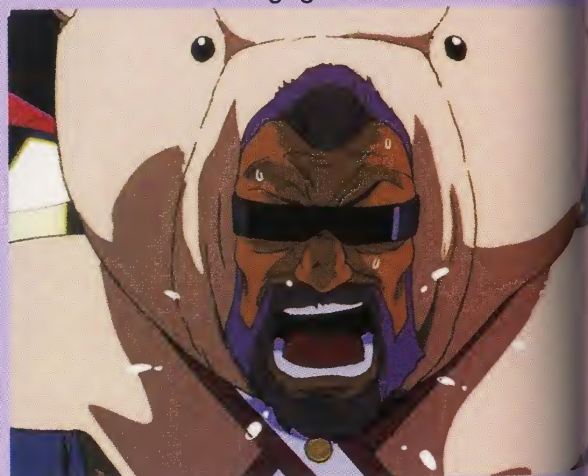
**15** Spike and Andy dive back into their heated rivalry while the Teddy Bomber, halfway through his indictment of irresponsible capitalism, watches on in horror. "If there's one thing I hate, it's being ignored," he screams.



**16** The Teddy Bomber triggers an explosion. Spike tries to escape down the stairs, Jet gets lost in the panicked crowd, and Faye manages to slip into the same elevator as Andy. "How about a ride?" "Sure, my pleasure." Faye hops on the horse behind Andy.



"If there's one thing I hate, it's being ignored!"



### Teddy Bomber

Age 43. A cowardly attention-craver who hates being ignored. "I only wanted to warn against the needless waste of capitalism. By destroying these buildings, I intended to remind the world what the pioneering spirit is truly about. It's a wake-up call to the world of opulence!" He needs to be heard, but Spike and Andy never hear a word he says.

**14** Andy points his gun at Jet. "I know that's you, Teddy Bomber!" "Who, me?" "I told you?" laughs Spike. "Or is it you!" Andy says as he whirls his gun on Spike. "Are you braindead or what?!" Spike yells at Andy. "We met each other yesterday!"

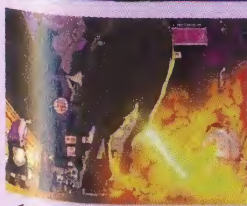
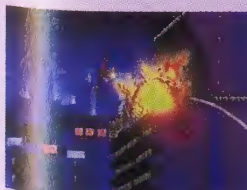
## SESSION #22



"You!!"



**17** Andy sees the bomber fleeing in a convertible he had parked in an underground garage. Spike chases after him in the Swordfish II. When, he gets within firing range, though, Andy gets in the way.



**19** Caught up in the shoot-out between Spike and Andy, the bomber crashes. Spike and Andy, absorbed in their own rivalry, don't even notice.



**18** Andy grabs a grenade launcher and fires it at the Swordfish II. Spike returns fire.



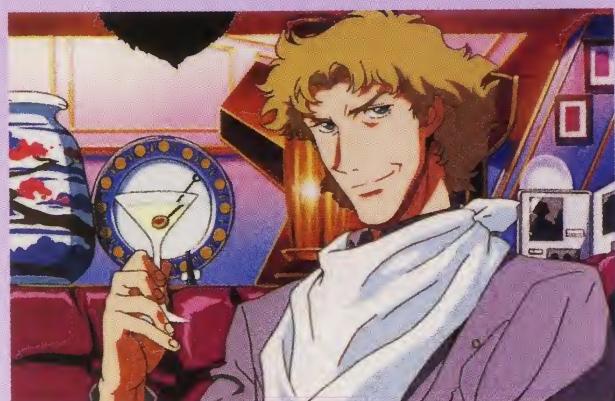
20 Andy invites Faye to his ship. He treats her to his special stew, but it isn't at all to her liking.



21 Meanwhile, a beleaguered Spike and Jet have returned to the Bebop. "Now I understand why nobody goes after the teddy bomber."



"...to my reflection in your lovely eyes."



22 "If you're so rich, why do you go after such dangerous bounties?" "When my mind is set on something, nothing else matters." "His personality is way too familiar." Andy proposes a toast. "Now why don't we drink to me and to my reflection in your lovely eyes."



## Two sides of the same coin, Andy and Spike!!

Andy invites Faye back to his ship, where her attempts to get to know him are compromised by the disgust she has for his vanity. His only saving grace is that when he sets his mind on something, he stubbornly sees it through to the end. A lot like Spike, perhaps? Meanwhile, on the Bebop, Spike and Jet watch Big Shot, which warns about the next possible bombing. But Ed figures out that the next target is going to be city hall. Spike races to the scene, not necessarily to find the bomber, but longing to face down Andy. The two peas in a pod fight, but when the bomber starts setting off bombs, the adversaries declare a temporary cease-fire. They jump in an elevator to chase after the bomber but run straight into a trap. Spike and Andy are stuck.

## SESSION#22



23 Faye returns to the Bebop with a present from Andy, a can of *Son of a Gun* stew with his mug on it. "Brought you a souvenir." "Yeah! Souvenir, souvenir!" screams Ed. "I'm not gonna eat this can of crap." "I guess it's all we've got for dinner." "I'd rather starve." "Bark Bark!" "You'll be sorry." Ed and the others are happy to chow down, but Spike revels in, and goes hungry for, his disdain for Andy.



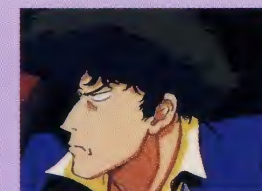
24 Jet questions Spike's stubbornness. "What is it about Andy that gets you so bent?" "I know," says Faye. "They're too much alike." "What part of me is like that stupid ass?" Spike yells back.



"What part of me is like that stupid ass?"

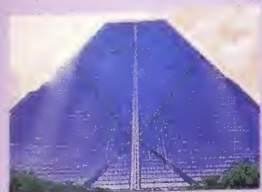


25 When Spike and the others turn their attention to Big Shot, they hear a warning of another possible bombing.



26 Ed determines the next target. "He's gonna blow up city hall. Targets have been by height, starting with the tallest building." "I'm out of this one." "I'll pass too," says Faye. "Spike, what about you?"





27 The bomber waits in front of city hall. "Late! Damn them ... those fools are sadly mistaken if they think they can get away with this." Spike appears suddenly. "You alone?" he asks, more interested in Andy than the bomber. "How dare you insult me by showing up late!"



"What do you want? WHO ARE YOU?"



28 Andy arrives. "You again," he spits. "You finally remember me, huh?" sneers Spike. "You're always butting in!" shouts Andy. "What? You're the one who's always in the way!" Spike yells back. The bomber again tries to explain his terrorist agenda, but the two are too busy arguing to listen. "Listen to me!" Spike and Andy look up.



29 The bomber seethes. "Why can't you guys take me seriously!" A fountain explodes and the Teddy Bomber ducks into an elevator. "We've got to catch him!" yells Spike.



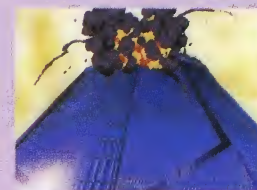
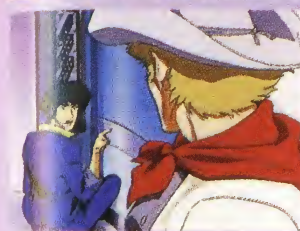
### Interlude

This session evokes the tone of old westerns. Andy's getup, the repetitious theme song "Go, Go Cactus Man," a showdown - the designers attempted to capture the spirit of those old films. (I guess it would be a spaghetti western?) And yet, this story still hides some surprising untold stories. (To P. 77!)

## SESSION#22



30 Spike and Andy rush into another elevator in pursuit, unwittingly plunging into a trap. "You fellas have grossly underestimated me. That elevator door is never going to open again. Soon the car will start moving and that will be the end! It won't stop until the top floor. And at that very moment ... 'BOOM!' The bomber leaves laughing.



31 "I knew he would alter the secret emergency access code, so I reverted it this afternoon. Yee-haw!" Spike's mouth goes agape. "But, I reverted it this afternoon!" "Huh...?" "I did it and you did it..." "That means it's back to what it was to begin with!" The two scramble to escape through the skylight.

"They're climbing...like a coupla monkeys."



32 On the ground, Faye captures the bomber as he watches his glorious explosion. Jet says it's time to head home, and Faye says, "I just have to drop this guy off first."





**33** At long last, Spike and Andy face off on the roof of the ruined building. "You don't even deserve to stand in the shadow of a cowboy." Spike and Andy duke it out.



"You're one person I could never forgive."

#### Interlude

The creators wanted this session to be crafted with "nothing less than the best going into the story." Bebop already had a high cell count for an animated TV series, but for this particular session, there were approximately 10,000 cells used. This is roughly 3-4 times the number used for other televised anime.



**34** The shoot-out begins. Soon the boys are out of bullets and turn to fists. As the fight rages on, Spike loses his footing and falls to a lower level of the roof.



**35** Spike punches a nearby desk out of sheer frustration. His punch causes the top part of the roof, already severely damaged in the explosion, to break away. Andy falls from his elevated position. Spike runs over to see if he is still alive.



## SESSION #22

**36** Andy is safe. "You win... That was some punch." "Huh?" "You are the real cowboy. As of today, I retire from the job. My hat's off to you, partner." He puts his hat on Spike and turns to leave. "So? What are you going to do, now?" "I have no doubt that I'll find some new career," Andy says as he disappears into the sunset.



"See you space samurai!"

**37** "It was only a rich boy's hobby after all," muses Spike. "He was out of his league with me. Hey, are you listening?" "Yeah, yeah." Jet can't mask his boredom as he listens to Spike's self-aggrandizing story.



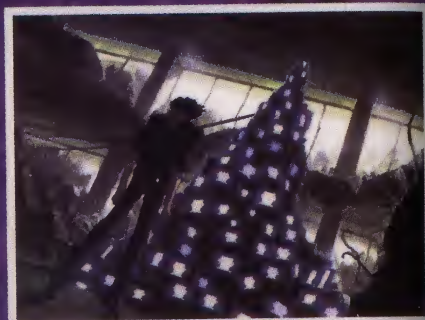
**38** "I only wanted to expose the needless waste of capitalism; needless colonization; needless spread of slanted media; and the needlessly tall buildings that symbolize it all."

**39** The bomber hears a familiar voice outside the transport. It's Andy, dressed as a samurai. "Andy!" "Call me Musashi! Go! Jiromaru!" In a daze, the bomber says to himself, "Then, it was all needless too, wasn't it?"



SEE YOU SPACE COWBOY...





Session #23

ブレイン・スクラッチ

## SESSION #23

Scenario : Dai Satou

Continuity : Yoshiyuki Takel

Director : Yoshiyuki Takel

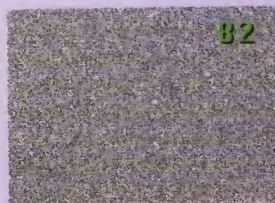
# Brain Scratch

Scratch is a cult that lies in the amorphous abyss between cyberspace and the real world. Tossed about in a sea of electronic information in which lies and truth are jumbled together, Spike and the others stumble upon something unexpected. Produced on the heels of Session 20, this episode was also fully digital. The story's style is modeled on the practice of channel surfing, digesting only nugget-sized morsels of TV shows. Also, the dark, satiric style of this session makes sobering points about the cyber information age, forcing us to take an incisive look at our increasingly digital world.





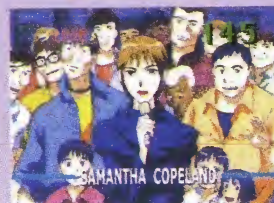
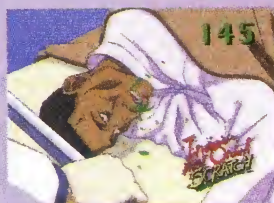
1 A man's voice emanates from the TV screen. "The body is far too impure to store the soul," the voice purrs. "Awaken your soul and rid yourself of that filthy human body, now." A female voice continues. "We are Scratch, the 'migrate to electronics' group. We are disciples of God, sent here to free your soul from your body, and lead you to the infinite sea of electrons."



"Awaken! Soul!"



3 Snap to a talk show on the Scratch phenomenon. Scratch disciples believe that they can store their brains as data, and be reborn as pure spirit on the web. Snap to a talk show, on which a woman talks about how her son joined a cult religion.



2 The channel changes, and a news program reports that there is an arrest warrant out for Scratch's reclusive leader, Londes. Meanwhile, a tabloid show reports that Scratch disciples are committing suicide at alarming rates.

### A dangerous trap on the net...

The electronic transcendence group, Scratch, which has caused a public stir, is a cult religion that urges humans to "abandon the flesh and set the soul free." Scratch claims that by using a brain wave controller from a game console called Brain Dream, combined with software that the leader, Dr. Londes, created, people can transfer their minds on to the information net and be saved. However, concern mounts in the mainstream when Scratch members begin committing suicide at alarming rates. Soon, an arrest warrant is placed on Londes, and Scratch coverage monopolizes the media.

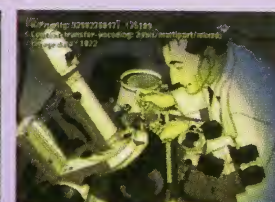
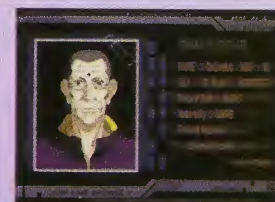
As Spike sits and watches the coverage, he sees Faye on a TV show, apparently one of Scratch's new disciples. He realizes that Faye is posing as a disciple in an elaborate scheme to score Londes' bounty. Spike and Jet smirk, knowing that they can get Londes for themselves. But they still don't know where he is. Soon, a transmission comes in from Faye: she's fallen into a trap!



4 A female disciple faces the microphone and says "I got tired of always being in debt." It's Faye! Spike grimaces. "I was wondering where she was," Jet says. "This must be some kind of scam, right?"



"If I get rid of my body, I won't need money."



5 Brain Dream, a popular interactive game that is controlled by the user's brain waves. Scratch claims that they can use it to transfer the soul digitally.



6 The boys find out that up until 50 years ago, Londes had been a neurobiologist. At that time, he had an epiphany and immersed himself in his research on storing the mind as electronic data.

## SESSION#23



7 Londes eventually disappeared. Then, two years ago, he resurfaced and founded Scratch. The religion has already reached 20,000 members, of whom nearly 100 have committed suicide or gone missing, which is why the police have now taken a keen interest in Scratch's operation. Listening to the explanation as they eat, Spike and Jet decide to one-up Faye. "Let's get him ourselves."

"Tasteless face."



8 Faye enters an abandoned building in a deserted town. Dead bodies litter the interior, apparently the victims of suicides. Faye draws her gun, and a pile of monitors behind her hums into activity. Sensing danger, Faye starts to run away, but her vision suddenly becomes blurry, and she blacks out.



9 Spike approaches a disciple handing out pamphlets. "I...uh, really want to meet Londe. Where can I meet him?" "He's up in Heaven," the disciple says.



10 Jet tries to get information out of an ex-colleague of Londe's, but the senile old man ends up rambling mindlessly. Meanwhile, Ed pours over the net, seeking data on Scratch.



"I really think I can get rid of my debts now."



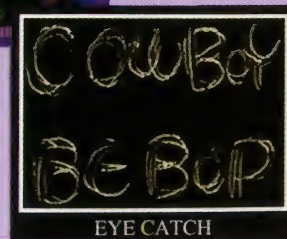
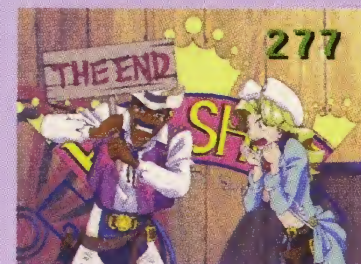
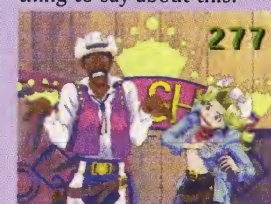
12 Spike and Jet return to the Bebop with no leads. A communication comes in from Faye, pleading for help. Just as she says, "I really think I can get rid of my debts now ..." the communication cuts off.

### Interlude

The universal infonet - formally called SSW (Solar System Web) - plays an important part in this story. Ed, of course, is always connected to it. It is a network that spans the solar system and is similar to our own Internet. This network reaches every part of the known universe and serves as the medium through which to pass vital information.

## SESSION#23

11 On Big Shot, the hosts talk about Londe, their first big story in a long time. Too bad they don't have any new info on him. To top it off, Punch blurts out that the program will be cancelled due to poor ratings. Judy screeches, "My agent will have something to say about this!"





13 Jet stands amidst children in a game shop to buy Brain Dream. Meanwhile, Spike, in the Swordfish II, searches for Faye.



14 Jet returns to the Bebop and connects to Scratch's site, following a benevolent guide. Ein looks on, disturbed at what's on the screen, and starts barking.



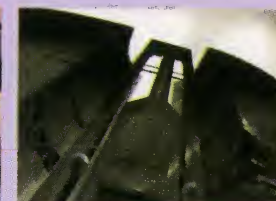
15 As Jet progresses through the site, the strength goes out of his body, and he starts grumbling and muttering. Then suddenly he screams out. Ein has bitten his leg to snap him out of the trance.

The dream of a sleeping boy who gave birth to an electronic apparition ... While Spike searches for Faye, Jet gets a Brain Dream to connect directly to the Scratch site. Little does he realize that the site is designed to brainwash its visitors, and Jet begins to lose consciousness. To avoid this happening again, Jet puts the Brain Dream on Ein, who then searches for information. This is Ein's time to shine as a data dog. He finds the info they need almost immediately – Londes doesn't physically exist. Jet follows a set of clues to a medical hospice.

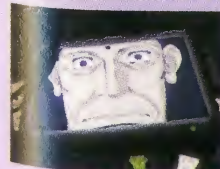
Meanwhile, Spike arrives at the abandoned building where Faye lost contact. He looks inside to see Faye unconscious in a room piled with monitors. The instant Spike bends over Faye, the monitors light up, one after the other. And the static on the screens yield to the visage of Londes!

## SESSION#23

16 Jet radios Spike, who has reached the abandoned building where Faye disappeared. Jet says that Scratch uses a mechanism that numbs the nervous system.



17 Jet has Ein wear the Brain Dream, reasoning that dogs might not be affected. When Jet looks at the data Ein gets on the screen, he's rendered speechless.



18 Londes doesn't even exist. The data trail leads to the Alles Valley Hospice. Jet wastes no time.

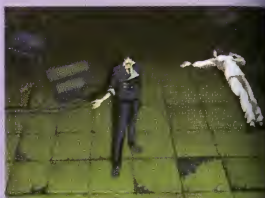


19 The hospice specializes in terminally ill patients. Jet and Ed pretend to be relatives of a patient.

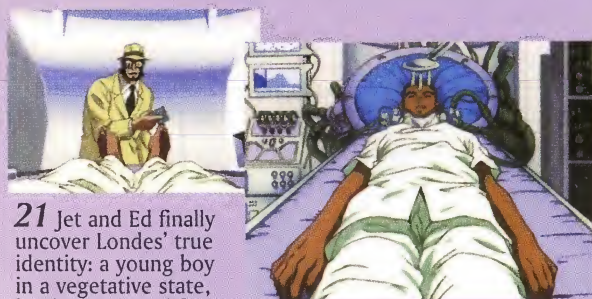




20 As he enters the building, Spike sees Faye on the ground and Londe appears on the monitors. "Why do you kill off your own members?" "They're practicing their faith."



"Illusions aren't enough. I need more."



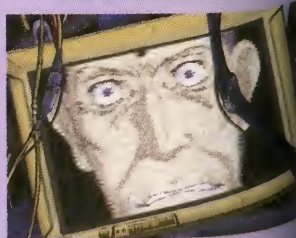
21 Jet and Ed finally uncover Londe's true identity: a young boy in a vegetative state, hooked up to a life support unit similar in design to Brain Dream. Jet realizes that this kid is actually Londe's creator. He cuts off the equipment's net connection.



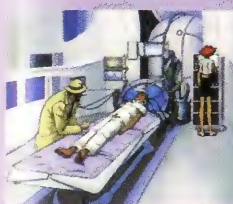
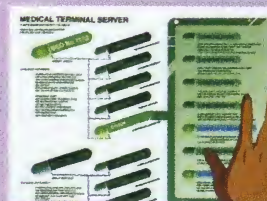
#### Interlude

This episode, "Brain Scratch," braves sensitive subjects not usually tackled on broadcast television - cult religion, net crime, etc. The story was inspired by the '83 sci-fi movie *Brainstorm* and the '95 film *Strange Days*. All three stories feature equipment that records people's thoughts and memories so that another can experience them in a recorded form.

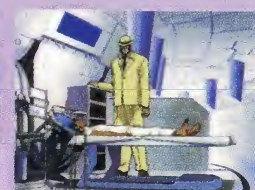
22 Spike's vision blurs from staring at the monitors. Unable to take anymore, he shoots at them. "If you wanna dream, do it by yourself." Londe becomes enraged.



23 Ed uses the control equipment to delete all data pertaining to Londe. Jet watches over the boy on the bed. He doesn't move an inch.



24 On the monitors, the image of Londe begins to break down. His voice regressing into childlike screams as he experiences the final throes of his digital death. "No! I, don't want to disappear..." Finally, only the word "error" flashes on the monitor, but only for a moment before the screen goes completely dark.



25 The boy lying on the bed is an ex-hacker, Ronnie Spangen. An accident two years ago made him permanently catatonic. "You're sure not a boy any longer, you're a bonafide con artist," Jet says as he slaps a handcuff around the immobile wrist of the bed-ridden Spangen.



"This time, I hope you have sweet dreams."



26 Faye wakes up but doesn't remember a thing. Leaving the hospice, Ed looks back. "I hope you have sweet dreams."



## SESSION#23





# COWBOY REPORT

PART 1

## Art Board Introduction (2)

These are the art boards that the staff references when drawing backgrounds. Though created for a television program, they are as beautiful as those used for any movie.

### SESSION #16 "Black Dog Serenade"



#### Inside the prison ship (1)

Primarily used to transport prisoners. She's damaged here and there. During emergencies, red alarm lights flash.



#### Inside the prison ship (2)

Jet and Fad have their showdown here. The control room is to the top right.



#### A harbor pier on Ganymede

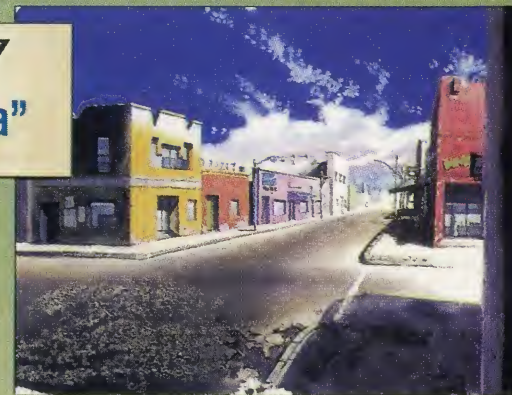
The location where Fad and Jet meet again after so many years. Ganymede has many seas, so there are many such piers.

#### Inside Fad's ship

The cockpit. Side by side consoles allow two different people to operate the steering and onboard controls.



### SESSION #17 "Mushroom Samba"



#### A town on Io

A country town modeled on those of Mexicali. It is completely desolate and attracts lawless types.



#### Parlor

The pleasant, open-air eatery where Shaft eats some shaved ice.



#### The Bebop after crash landing

After getting hit in orbit, the Bebop crash-lands in a desert. The crew pitches a tent nearby and settles in until they can make repairs.



#### Railroad Crossing

This solitary road recedes into the hazy horizon as the gargantuan planet Jupiter looms in the blue sky above. Telephone pole-lined highways are a classic motif.



## SESSION #18 "Speak Like a Child"

### Museum Building

A damaged old building with an electronics museum underground. Its been damaged considerably by fallen moon fragments.



### Inside the electronics museum (1)

Some of the myriad corridors through which Spike and Jet pass in search of a VCR. Dilapidated would be an understatement.



### Inside the electronics museum (2)

Established for the preservation of 20th century electronics. After the phase space gate accident, looters grabbed everything they could.



## SESSION #19 "Wild Horses"

### Doohan's workyard

A workyard for overhauling planes, space ships, cars, etc. You can see a real crane, and the propellers of wind-powered generators. The office area is below.



### Air space above the Earth

Spike cuts through this backdrop when he falls to Earth in Swordfish II as Doohan's space shuttle attempts to intercept.



### Interview With Art Director Jun'ichi Higashi (1)

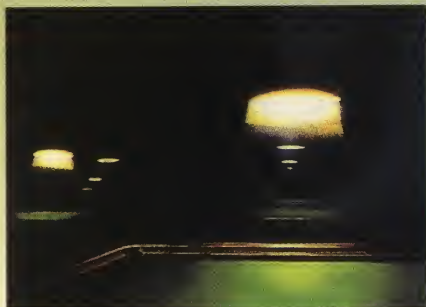
Session 16 is a hard-boiled detective story, but the major scenes all take place aboard ships. So I tried to fit the art to the story as much as possible by using dark colors that give the scene a gripping tension. Session 17 was designed with images of Central and South America and the deserts of Mexico in mind. Well, except for Jupiter floating in the sky of course. What strikes me is that, in some meetings, the director Watanabe questioned whether this was even the future. (laugh) For Session 18, I drew boards depicting an abandoned, subterranean lair. I didn't really think much about the construction of the building, I just focused on creating an atmosphere of disuse and disrepair. In the same way, atmosphere was very important to Session 19. In order to convey a dead sky and dry atmosphere, I emphasized the use of color and shading. (Continued on Pg. 64)



## SESSION #20 "Pierrot le Fou"

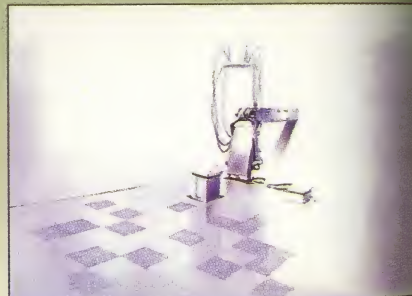
### A street corner

The street corner where the episode opens in which Pierrot wastes a gaggle of suits. The contrast between deep darkness and illuminated buildings (is the light coming from cars?) evokes a sense of eerie stillness.



### A billiard hall

The joint in which Spike enjoys shooting some billiards. Single top lights create a perfect moody atmosphere.



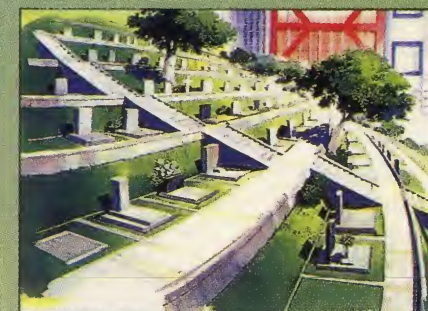
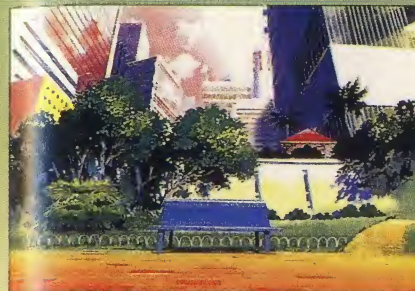
### The lab in which the ISSP experiments on Tongpu.

Contrasting the previous dark settings, this sickening brightness conjures up an uneasy feeling in the gut.



**Spaceland** The site of Spike and Tongpu's final battle. You don't need to be an art director to realize that a deserted amusement park at night has a creepy atmosphere all its own.

## SESSION #21 "Boogie Woogie Feng Shui"



### A graveyard on Mars

The cemetery where Pao is buried. There really are no standard burial customs.

### A daytime respite

A park surrounded by a foreboding skyline of modern buildings. Reminiscent of New York's Central Park.

## SESSION #22 "Cowboy Funk"



### Unruined building

The building that the Teddy Bomber infiltrates as a security guard. Andy makes his entrance through the window on the left.



### Ruined building.

The place where Spike and Andy have their climactic slugfest. Naturally, a sunset is essential for a western.

### Inside Andy's cruiser.

Is it ritzy or just in poor taste? On the left is a stall for his beloved horse Onyx.

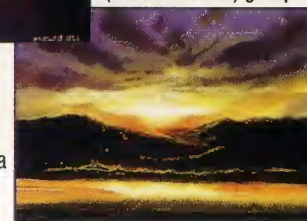


### A cowboy sunset

The wilderness through which Andy (a.k.a. Musashi) and Onyx (a.k.a. Jiromaru) gallop.

### Site of the masquerade party

To capture Teddy Bomber, Spike and the crew infiltrate a party being held here.



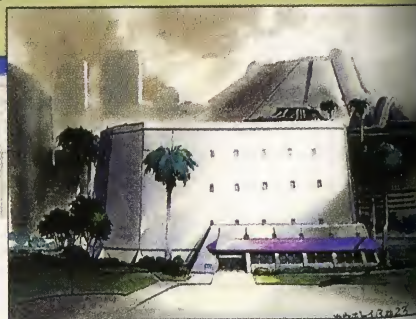
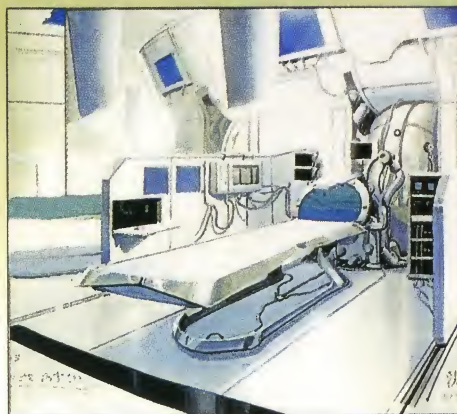


## SESSION #23 "Brain Scratch"



### A tower of technology

Spike and Faye sneak into Scratch's secret base looking for Londres. The heap of TVs piled up in the middle of the dilapidated hall symbolize the ruin of the television age.



**Alles Valley Hospice** This is where the genius hacker Ronnie Spangen continues to lie comatose. His room is equipped with a life support system.

### Interview With Art Director Jun'ichi Higashi (2)

The aesthetic for Session 20 was "a world of night." I felt that by focusing on expressing the sense of dread and fear endemic to night, the finer details would follow naturally.

There actually isn't a definite aesthetic for Session 21, but I paid careful attention to the comparison between the city's new architecture and old architecture. Even though this story is set in the future, ancient ideas like feng shui appear.

In Session 22, the image of the "gunman at sunset" was a driving force, and I felt that if I could capture that ethos in the final scene, everything else would be okay.

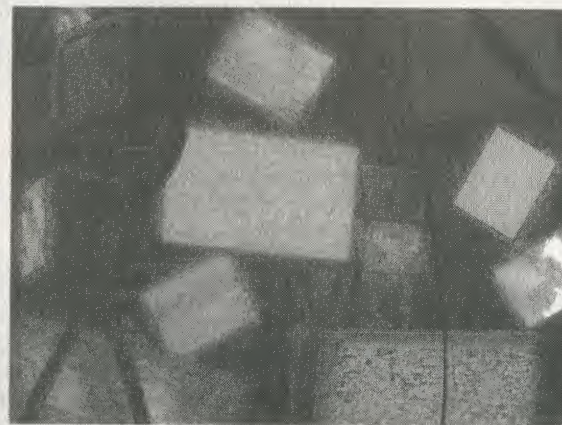
In Session 23, the theme is relatively serious, so I chose monotone coloring to preserve the overall atmosphere. And, on a side note, director Watanabe came up with the idea for the pile of monitors.

# COWBOY REPORT

## VOLUME.05

PART II "COMPLETE SONG LIST  
(SECOND PART)"

PART III "CHARACTER FILE"



As its end draws closer and closer, Bebop fills with even more variety. Here, we will introduce the characters and list the song tracks used from Session 16 through Session 23.



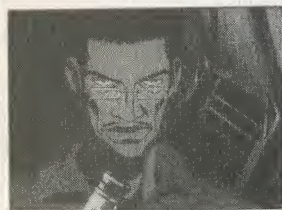
# PART II

## Complete Song List (PART II)

This is a complete listing of the BGM used in Sessions 16 - 23, listed according to scene. Some of the song titles do not appear on the official soundtracks but do appear in the series.

\* Included on OST 1 \*\* Included on OST 2 - No Disc \*\*\* Included on OST 3 - Blue V Included on Vitaminless

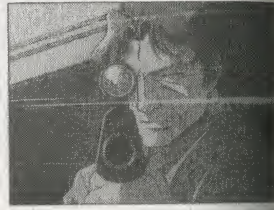
### Session #16 "Black Dog Serenade"



1 Udai and Talkan's conversation  
"Space Noh"



3 Jet's flashback scene  
"COSMOS" \*



5 The flashback scene - Udai narrates  
"COSMOS" \*



2 Udai kills Dig  
"Space Noh"



4 Dogfight with the pirate ship  
"THE REAL MAN" \*\*\*



6 Fad goes to die  
"FAREWELL BLUES" \*\*\*

The song "COSMOS" is used during the flashback scenes to Jet's past. A sad melody played by a solitary trumpet bathes the scene in melancholy. This song exists in another version - performed by a blues trio, (piano, drums, and bass) - called "Farewell Blues." And "The Real Man" features a rolling bass line that lingers in the air against a drum backdrop. This sound, called Drum and Bass, is one of the newest genres of dance music.

#### COWBOY BEBOP

#### 1st ORIGINAL SOUNDTRACK

### COWBOY BEBOP

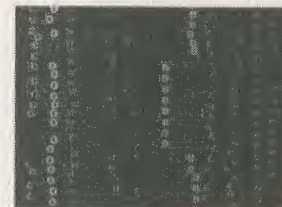
1. Tank! 2. RUSH 3. SPOKEY DOKEY 4. BAD DOG NO BISCUITS  
5. CAT BLUES 6. COSMOS 7. SPACE LION 8. WALTZ FOR ZIZI 9.  
PIANO BLACK 10. POT CITY 11. TOO GOOD TOO BAD 12. CAR 24  
13. The EGG and I 14. FELT TIP PEN 15. RAIN 16. DIGGING MY  
POTATO 17. MEMORY

Victor Entertainment  
VICL-60201

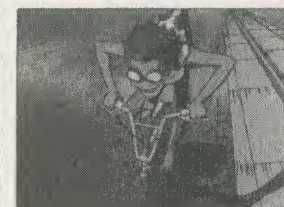
### Session #17 "Mushroom Samba"



1 Ed and Ein go out searching for food  
"CHICKEN BONE" \*\*\*



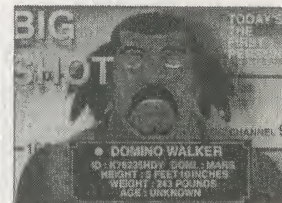
4 Second Eyecatch  
"Saxes"



7 Ed, Shaft, and the others chase  
"MUSHROOM HUNTING" \*\*\*



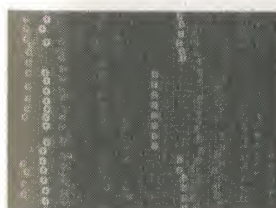
2 Ed & Ein riding in Coffy's car  
"You Make Me Cool (inst.)" \*\*



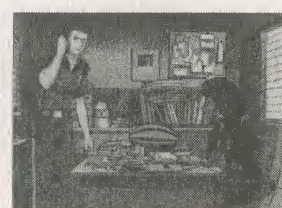
5 "Big Shot" talks about Domino  
"American Money" \*\*



8 Everyone fed up with shitake  
"The EGG and I" \*



3 First Eyecatch  
"Saxes"



6 Coffy's interrogation  
"DANSE DANS LA LUMERA (inst)"

The song "MUSHROOM HUNTING," which plays during Domino, Shaft, Coffy, Ed, and Ein's chase, is super funky! The shouts of "Mushroom Hunting" are so appropriate for the scene, it's surprising to learn that this song wasn't originally intended to be used for this episode at all. And the light, snazzy funk song "CHICKEN BONE" scores Ed's idiosyncratic playfulness. This session is packed with groovy tunes.

#### 2nd ORIGINAL SOUNDTRACK

### COWBOY BEBOP No Disc

1. American Money 2. FANTASIE Sign 3. Don't Bother None 4.  
Vitamin A 5. LIVE in Baghdad 6. Cats on Mars 7. Want It All  
Back 8. Bindy 9. You make me cool 10. Vitamin B 11. Green  
Bird 12. ELM 13. Vitamin C 14. Gateway 15. The Singing Sea  
16. The EGG and YOU 17. Forever Broke 18. POWER OF KUNG  
FOOD REMIX

Victor Entertainment  
VICL-60202



# Session 18 "Speak Like a Child"



1 Faye watching a horse race  
"ADIEU (Male Vocal Ver.)" \*\*\*



3 BGM for the drama show that the video maniac watches  
"Piano Bar II"



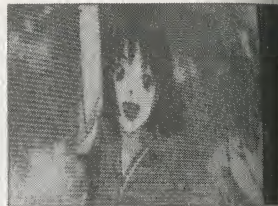
5 Spike and Jet head to the electronics museum  
"The EGG and I" \*



2 Spike and Jet visit a video maniac  
"The EGG and I" \*



4 First Eyecatch  
"Saxes"



6 Faye's video letter  
"Poor Faye, A Feeling of Hope (Piano Solo)"

The version of "ADIEU" (male vocal version) that plays at the opening differs from the version on the soundtrack. The version used in this episode features male vocalists singing *voz alto* in an operatic style, whereas the version on the soundtrack features female vocalists. They almost sound like completely different songs. Take note of the title of the song that plays during the video letter scene. The heartbreakingly beautiful piano melody certainly does give "a feeling of hope."

## 2nd ORIGINAL SOUNDTRACK

### VITAMINLESS

1. THE REAL FOLK BLUES
2. Odd Ones
3. Doggy Dog
4. Cats on Mars
5. SPY
6. Fantaisie Sign
7. Piano Bar I
8. Black Coffee (HIDDEN TRACK)

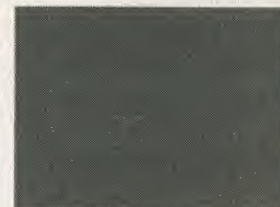


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VICL-60248

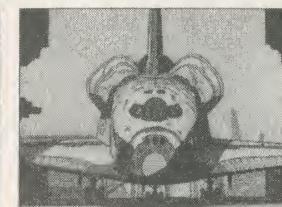
# Session 19 "Wild Horses"



1 Faye and Jet wait for a bounty  
"Don't Bother None" \*\*



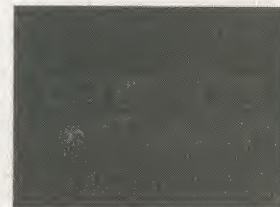
4 First Eyecatch  
"Well, That's Fine"



7 The space shuttle goes out on a mission  
"TOO GOOD TOO BAD" \*



2 Miles keeps talking to Spike  
"FELT TIP PEN" \*



5 Second Eyecatch  
"Well, That's Fine"



8 Spike and the others return safely to earth  
"Don't Bother None"



3 Spike, deep in thought  
"Don't Bother None" \*\*



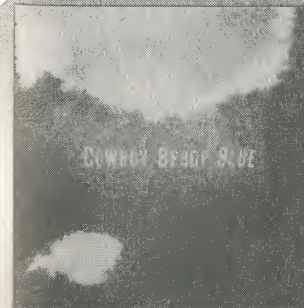
6 Dogfight between the space pirates and Spike  
"NY RUSH" \*\*\*

One of the most thrilling and exciting of Bebop's BGM numbers is "TOO GOOD TOO BAD." This song is used during the space shuttle's take-off scene (leading the pack is a war vehicle!) giving it that extra lift! And, playing against the background of a ruined Earth, the dry slide guitar of "Don't Bother None" lends a dollop of musical sophistication. The musical score in the last scene is a different version of the same song.

## 3rd ORIGINAL SOUNDTRACK

### COWBOY BEBOP ORIGINAL SOUNDTRACK - BLUE

1. BLUE
2. WORDS THAT WE COULDN'T SAY
3. AUTUMN IN GANYMEDE
4. MUSHROOM HUNTING
5. GO GO CACTUS MAN
6. CHICKEN BONE
7. THE REAL MAN
8. NY RUSH
9. ADIEU
10. CALL ME CALL ME
11. AVE MARIA
12. STELLA BY MOOR
13. FLYING TEAPOT
14. WO QUI NON COIN
15. ROAD TO THE WEST
16. FAREWELL BLUES
17. SEE YOU SPACE COWBOYS NOT FINAL MIX MOUNTAIN ROOT (SECRET TRACK)



Victor Entertainment  
VICL-60203  
(Sheer blue jacket available only with first print.)

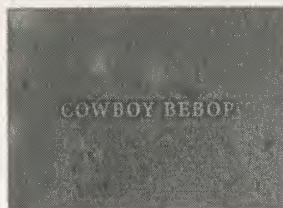
The final OST starts off with "BLUE," a song written especially for the final episode. Each song is a real gem.



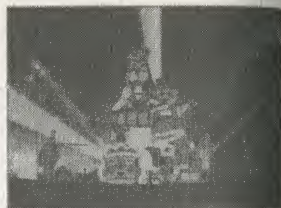
# Session 20 "Pierrot le Fou"



1 Pierrot flying through the air  
"Modern Music"



4 Second Eyecatch  
"Modern Music"



7 Parade music  
"Amusement Park (Scary ver.)"



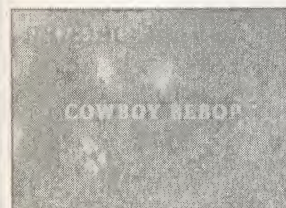
2 Pierrot pointing his gun at Spike  
"Space Noh"



5 Space Land music  
"Amusement Park (Scary ver.)"



8 Parade music  
"Amusement Park (Normal ver.)"



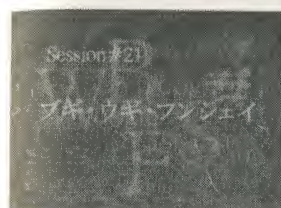
3 First Eyecatch  
"Yamada"



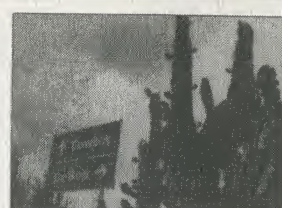
6 Tongpu in a lab  
"ON THE RUN"

In the first half of this session, all of the songs used are atonal and chaotic, lacking melody or rhythm. Together with the gloomy, dark images, they create a palpable feeling of tension. In complete contrast, the song used during the death bout at Space Land is a cheerful song akin to what one would hear at an amusement park. It's merry melody clashes with the images of violence - a reflection of Pierrot's madness.

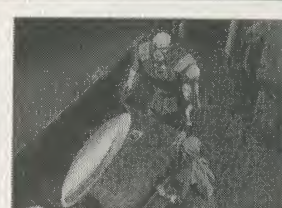
# Session 21 "Boogie Woogie Feng Shui"



1 Title - Opening scene  
"AUTUMN IN GANYMEDE" \*\*\*



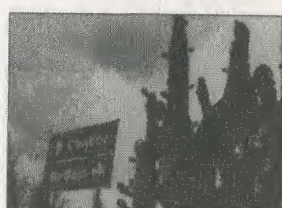
4 First Eyecatch  
"Saxes"



7 Jet talking about Pao  
"Forever Broke" \*\*



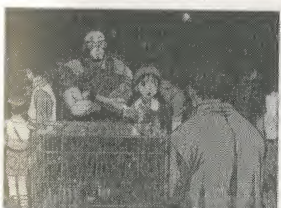
2 Meifa and Jet run from pursuers  
"Gateway" \*\*



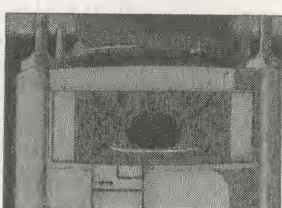
5 Second Eyecatch  
"Saxes"



8 Meifa and Pao's parting  
"WALTZ for ZIZI" \*



3 Meifa and Jet investigating  
"Piano Bar I" V



6 Examining the sunstone  
"AUTUMN IN GANYMEDE" \*\*\*

The song that closes this session is "AUTUMN IN GANYMEDE," a jazz number flavored with Latin sounds. A perfect match for the hustle and bustle of the Martian streets, it adds some "punch" to the sight of Jet haunted by a mysterious message. The song that plays during the final scene - when Meifa and Pao say goodbye - is "WALTZ for ZIZI." The sweet, quiet tone of the guitar seems to almost sympathize with Meifa's painful feelings.



## Session 22 "Cowboy Funk"



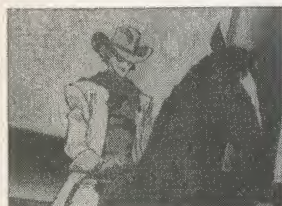
1 Andy comes up behind the bomber  
"GO GO CACTUS MAN  
(Whistling Only)" \*\*\*



5 The bomber, Andy, and Spike's chase  
"GO GO CACTUS MAN  
(Blues Guitar & Whistling)" \*\*\*



9 Spike and Andy chase after the bomber  
"GO GO CACTUS MAN (Short Ver.)" \*\*\*



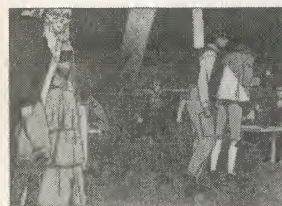
2 Andy's entrance!  
"GO GO CACTUS MAN  
(Without horse)" \*\*\*



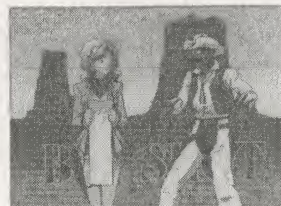
6 A moment in Andy's room  
"Piano Bar II"



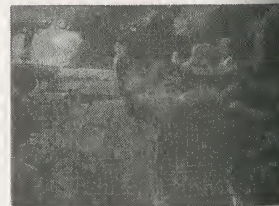
10 Spike and Andy's shootout!  
"GO GO CACTUS MAN  
(Blues Guitar & Whistling)" \*\*\*



3 Masquerade party pattern  
"NO MONEY"



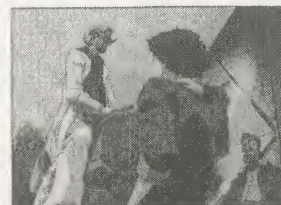
7 "Big Shot" reports on the bomber  
"American Money" \*\*



11 Andy rides off into the sunset  
"GO GO CACTUS MAN (Short Ver.)" \*\*\*



4 Andy comes up from behind again  
"GO GO CACTUS MAN  
(Whistling Only)" \*\*\*



8 Andy appears again!  
"GO GO CACTUS MAN  
(Whistling Only)" \*\*\*



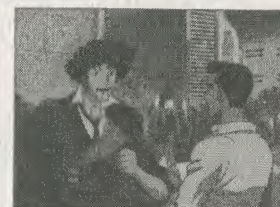
12 Musashi and Jiromaru, galloping away  
"GO GO CACTUS MAN (Blues Guitar & Whistling)" \*\*\*

"GO GO CACTUS MAN," which irritates Spike more the more he hears it, was, of course, written specifically for this episode. The incessant twanging sound is kind of grating, wouldn't you say? Different versions of the song are used throughout the session, some with hoof step sounds, another with only whistling, etc.. This is probably paying too much attention to detail.

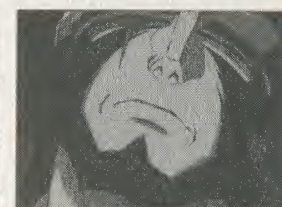
## Session 23 "Brain Scratch"



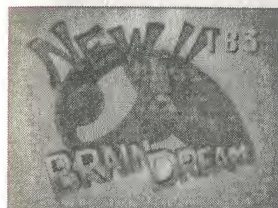
1 BGM for the Scratch PR Ad  
"Chapter 23"



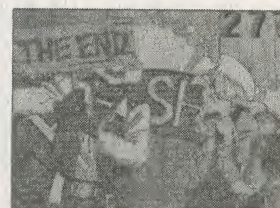
4 Spike and the others investigate  
"The EGG and YOU" \*\*



7 Jet brainwashed  
"Chapter 23"



2 Ad for Brain Dream  
"BRAIN DREAM"



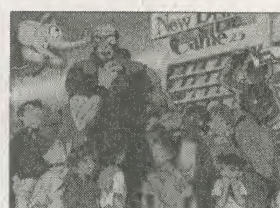
5 The final episode of Big Shot  
"American Money" \*\*



8 Epilogue  
"Chapter 23"



3 Ad for Scratch, and on their site  
"Chapter 23"



6 BGM in the toy store  
"FUNK"

The Scratch theme music, featured in its ads and on its web site, also appears in the introduction to the vocal number at the end of the episode. Acoustic guitar and hymn-like vocals work together to create heavenly melodies, such as the one in the last scene. This song was the last that Yoko Kanno composed for Bebop. It currently doesn't have a formal title, but since it was made only for Session 23, it was given the provisional and convenient title "Chapter 23."

In Volume 3 of the Anime Guide, which features song lists for the series, the fifth song from Session #8, "The Singing Sea (Music.Box version)," is also featured in "O.S.T. 3 -Blue-" under the title "Stella By Moor." Also, in Volume 1 of the Anime Guide, page 69 refers to the opera where Faye and Vicious meet as Verde's Otello Act 4 "Ave Maria." This is incorrect. The "Ave Maria" heard at the opera is an original composition by Yoko Kanno ("O.S.T.3 -Blue-"). We hereby apologize.



## P A R T III

## CHARACTER FILE

A look back at the supporting cast for Sessions 20-23.



## Session #20

## Tongpu



"Hello, boy."

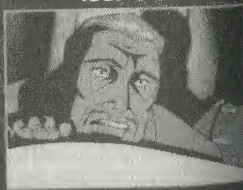
They call him the "Mad Pierrot," a man who developed extraordinary abilities during military experiments.

## ISSP Men



They fire at the "Mad Pierrot," who is only more than pleased to return the courtesy.

## ISSP's SP



As he gets into his car, his face goes pale with horror upon seeing Tongpu.

## Session #20

## Billiards partner



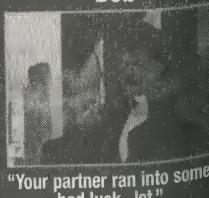
He plays billiards with Spike, but his face remains obscured.

## Cat 1



Appears during Spike and Tongpu's first shoot-out, sending the "Mad Pierrot" into an anxious fit.

## Bob



"Your partner ran into some bad luck, Jet."

Jet's partner from his days with the ISSP. He appears in Session 4 as well.

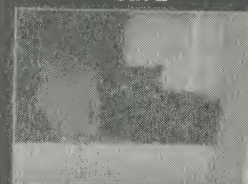
## Session #20

## ISSP man killed by Tongpu



He fruitlessly tries to run from Tongpu. He is the seventh ISSP victim.

## Cat 2



A pet that lives at the ISSP lab. The memory of it haunts Tongpu.

## Lab Staff



Workers at the ISSP's top-secret lab. Performed a host of inhumane experiments on Tongpu.

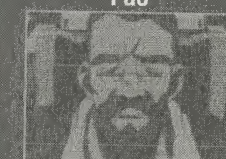
## Session #21

## Meifa



"That was a close call, wasn't it?"  
A young girl who practices universal feng shui. She's usually a no-nonsense gal, but occasionally she has fun.

## Pao



"I'm glad I got to see you one last time."  
One of the best feng shui masters on Mars. In the last few seconds of his life, he makes amends with his daughter.

## Two Men



"I ain't talkin'!"  
These goons work for the Blue Snake syndicate and chase after Meifa. Jet proves them wimps.

## Session #22

## Children



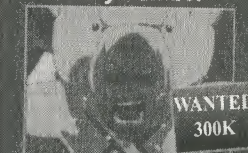
"Hey. You big jerks!"  
The goons screw with the kids - the kids screw with the goons ... with a little help from Jet.

## Andy Von de Oniyate



"Here's to you...and to my reflection in your beautiful eyes."  
Speaks with the grating heroism of an old western film character.

## Teddy Bomber



"If there's one thing I hate, it's being ignored!"  
Nobody wants to hear why he bombs, which only makes him madder.

## The Stories Behind the Stories

## Session 20:

An arsenal of devices and weapons in Tongpu's plump body makes him deadly, giving him abilities such as flying and deflecting bullets. He is not an indiscriminate killer; he targets ISSP men as part of a revenge scheme. Tongpu is a former death row inmate chosen for military experiments because of his extraordinary physical strength. He was taken to an ISSP top-secret lab and subjected to a battery of tests. As he was being transported to a new facility, he escaped. Six months later, he surfaces to exact his revenge on the ISSP.

## Session 21:

The word "feng shui" is Chinese. There are many Chinese on and around Mars. So there is a strong Chinese influence on the culture. The study of feng shui is an important part of that culture. The heroine, Meifa, is a 17-years-old high school student. She is poor, so during the summer recess, she works part-time as a feng shui guru, but, being young and inexperienced, she makes very little money at it.



Session #22

Onyx (Jiromaru)



Andy's horse. Rumor has it that he sometimes plays chess?

Waiter 1



"If you're right, it's first I've heard of it."

Expressing incredulity at Faye's claim that a bomber is coming.

Waiter 2



"Sir, your horse is a bother..."

Unnerved by Andy's intrusion, he makes this thinly-veiled request for Andy to leave.

Session #22

The people at the masquerade



These folks are holding a masquerade party in a building targeted by the bomber. A fun-loving crowd, each of them wears a costume.

A Native American, a samurai, a man in a dress, a clown, strange outfits, strange headpieces, strange poses. Looking at this crew, you realize that Spike and Faye's disguises are rather conservative (Jet's is more in tune with the vibe ... baby).

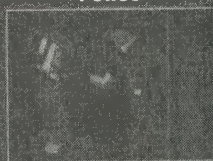
Passer-by



If you look closely, he's one of the ubiquitous three old men, Carlos. His whistling gives him away.

Session #22

Police



"Why did you want to blow up everything?"

Lends his ear to the bomber. A nice fellow.

The Stories Behind the Stories

Session 22 (1)

The Teddy Bomber's affinity for bears isn't seeded in one of his political messages. He "simply likes bears." (The model for the bomber is the infamous Unibomber)

And there's the organization from which Andy had been expelled, the YMCA. This is an abbreviation for "Young Men's Cowboy Association," an association of young people who like cowboys (the real ones, not bounty hunters).

Actually there are many older members, as well as people

who enroll because they insist that they are descended from cowboys. The "cowboys" that are more familiar to the "Bebop" world, the bounty hunters, aren't related to historical cowboys at all. They've merely adopted the "cowboy spirit." It's believed that Andy was tossed out of the YMCA because he went on a rampage at a meeting.

Session #23

Dr. Londes



"Awaken your soul and rid yourself of that filthy human body, now." Scratch's leader is only an electronic manifestation of a child's imagination.

Ronnie Spangen



"...I don't want to disappear." A comatose genius hacker. He invented Londes in his dream.

Homepage Receptionist



"We are the migrate to electronics group, Scratch." She appears on the Scratch homepage. Does she really exist?

Session #23

Disciple 1



"In Heaven!"

When Spike inquires as to Londes' whereabouts, he frustrates Spike with this cryptic answer.

Disciple 2



"So, would you like to become a disciple too?"

She abandons her congeniality when she realizes Spike doesn't really want to join.

Old Guy



"Londes...hmm, did such a guy exist?"

When Jet grills him about Londes, he falls sound asleep trying to remember.

Session #23

Newscaster



"First up, news about the electronic transcendence group, Scratch."

Mark Rather - a newscaster for CBC News (Ch. 99).

Reporter



"Thank you. I'm here at the scene."

Samantha Copeland - a reporter for a tabloid show (Ch. 145).

Female Newscaster



"Is this sort of thing even possible?"

Appears on the Ch. 165 news. Appears in Session 9 as well.

Stories Behind the Stories

Session 22 (2)

The working title for this episode was "Cowboy - The Enemy or The Ally." A group called Eccentric Shounen Boy recorded a song of the same title for the TV comedy duo Downtown. This session was inspired by the song. Keiko Nobumoto came up with this idea. She had staff listen to the song, instructing that she wanted "to create a cowboy that may be an enemy or an ally." And thus the character of Andy was born.

Mr. Masashi Ebara, who did Andy's voice, so empathized with the character that he asked me on his way home, "Is this actually a comedy piece?" Also, Teddy Bomber was just a restaurant biker during the plotting stage of production.



Session #20

Professor



"Impossible. This is mere science fiction."  
David Levinson. Appears as a guest on a news program.

Host



"Miss, are you listening to me?"  
Host of a TV discussion program (Ch. 221). Does she remind you of anyone on TV today?

Host of the Infomercial.



"Introducing an item for DJs, the power CDJ."  
David Blakely. Appears on an infomercial (Ch. 221). An odd duck if ever there was.

Session #20

Infomercial Assistant



Ashel Hart. Universal Fitness Competition champion.

Announcer



"So then, why did you join?"  
The microphone-wielding host on a talk show (Ch. 247).

Boy from the Commercial



The young man who appears in the "Brain Dream" commercial (Ch. 183).

Session #20

Announcer



"At our station, we have the strictest policies in the world."  
A Ch. 212 announcer. The face seems suspiciously familiar...

Security Guard



"Go ahead."  
He buys Jet's made-up sob story; it even makes him cry.

Session 23

Most of the music inserted into this session, such as the commercial and TV music, was composed by Yoko Kanno as she watched the film.

"In this session, we took the channel-surfing technique we used in Session 9 one step further." (Director Watanabe)

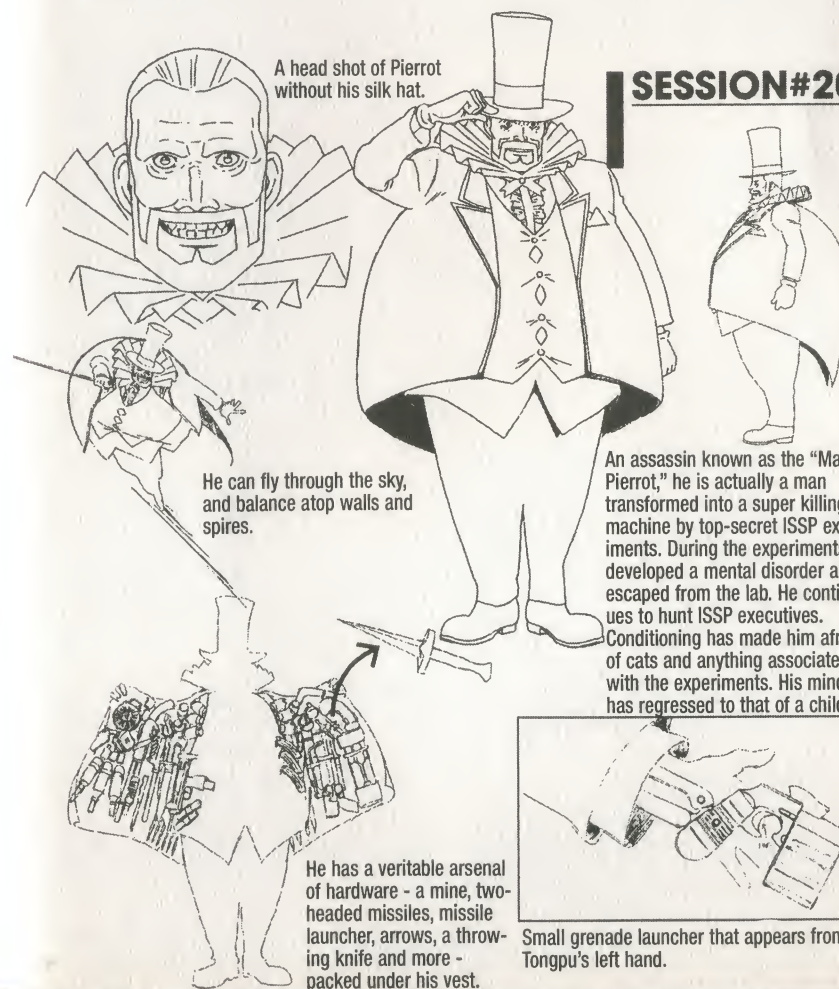
The "eye catch" for this session uses a "cinema calligraphy" technique. This means that the image is scratched onto the film with a pin or needle, and playing in the background is the sound of analog record scratching. This "scratching" is referenced in the title.

# Cowboy Bebop

## Session #20 ~ #23

### Art File (Guest Characters)

This time, we take a close look at Tongpu (Session 20), the Teddy Bomber and Andy (both in Session 22), Dr. Londes (Session 23), and various other folks from the Bebop universe. Meifa saves Jet's life by knocking him out of harm's way (Session 21).



A head shot of Pierrot without his silk hat.

### SESSION#20

He can fly through the sky, and balance atop walls and spires.

An assassin known as the "Mad Pierrot," he is actually a man transformed into a super killing machine by top-secret ISSP experiments. During the experiments, he developed a mental disorder and escaped from the lab. He continues to hunt ISSP executives. Conditioning has made him afraid of cats and anything associated with the experiments. His mind has regressed to that of a child.

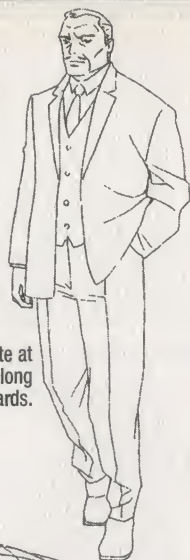
He has a veritable arsenal of hardware - a mine, two-headed missiles, missile launcher, arrows, a throwing knife and more - packed under his vest.

Small grenade launcher that appears from Tongpu's left hand.





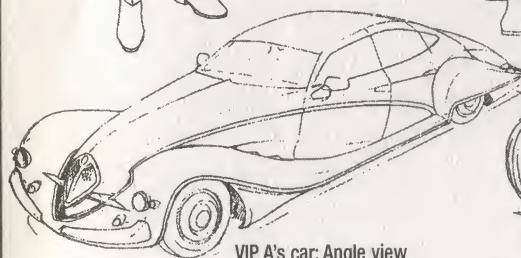
Standard costume for the ISSP.



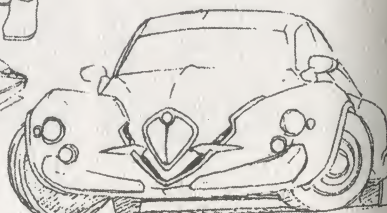
ISSP VIP A: Killed late at night on the street along with his bodyguards.



ISSP VIP B: Killed on an overpass at night.



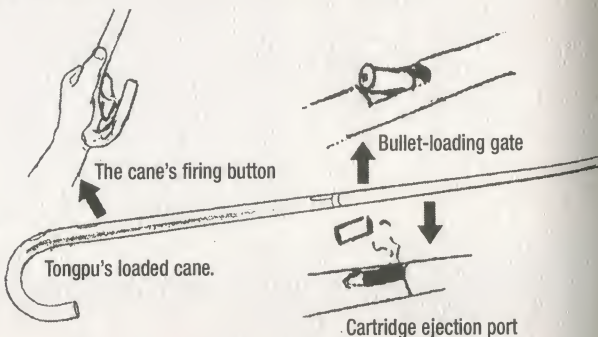
VIP A's car: Angle view



VIP A's car: Front view



Size comparison of Tongpu and his cane.

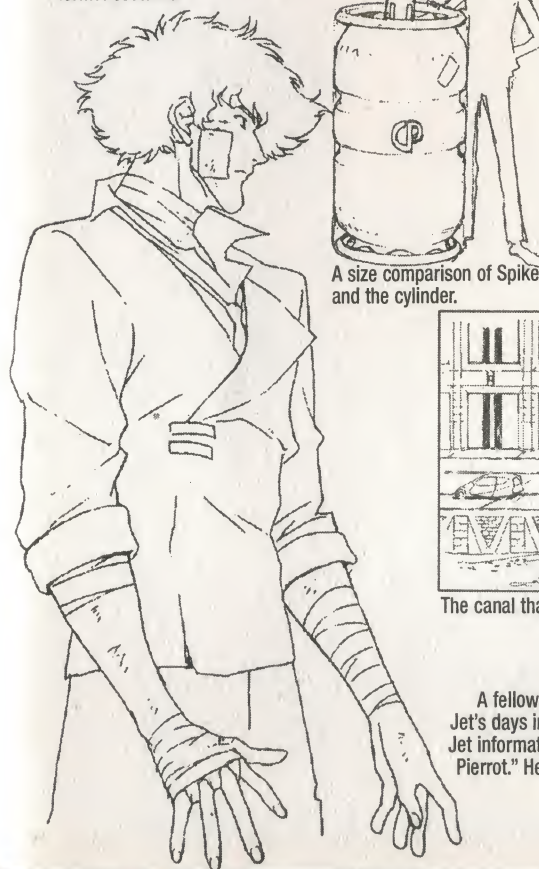


Tongpu's handy missile launcher: For some reason, the barrel rolls over once before firing. The bullets fly out like propelled balloons.

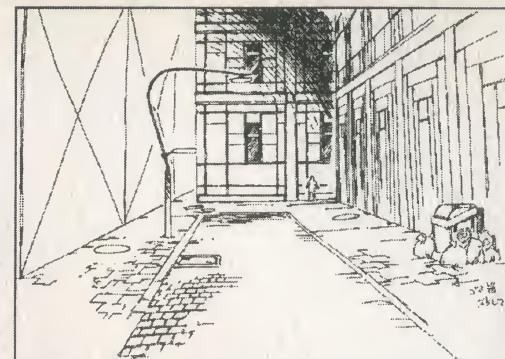
Spike after getting engulfed in flames and severely beaten.



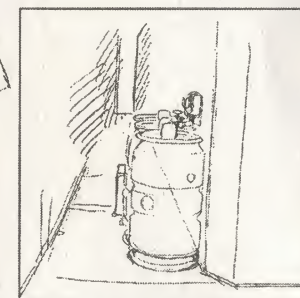
A beaten Spike. Below is his normal costume.



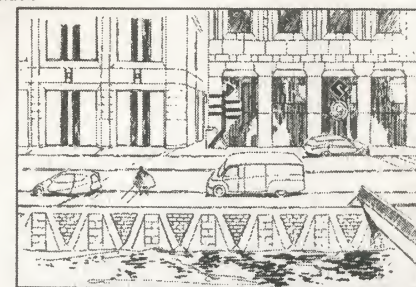
A size comparison of Spike and the cylinder.



The open area where Spike happens upon the carnage from the attack on VIP A. He comes from the left corner.



The gas cylinder Spike found.

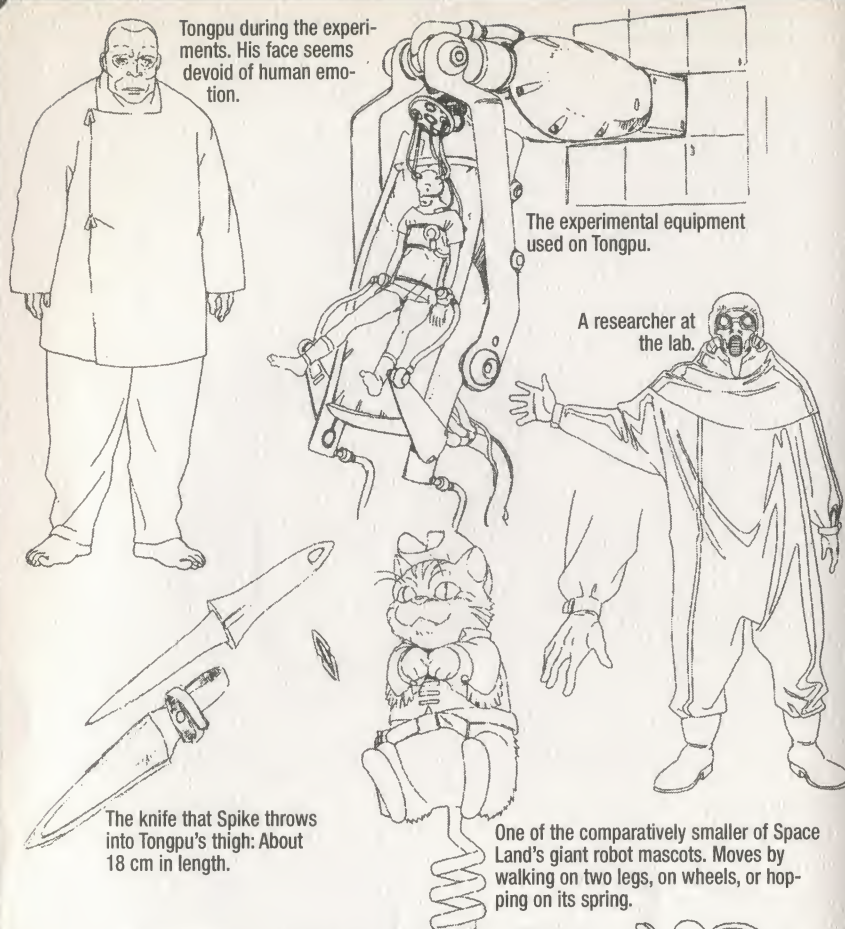


The canal that Spike falls into.

Bob: A fellow policeman from Jet's days in the ISSP. Gives Jet information on the "Mad Pierrot." He appears earlier in Session #4.





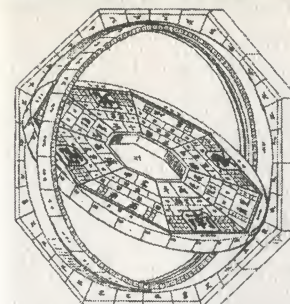


A complete view of the amusement park Space Land, which lies in one of Mars' large craters.



Dog mascot robot. Shot to pieces by Spike.

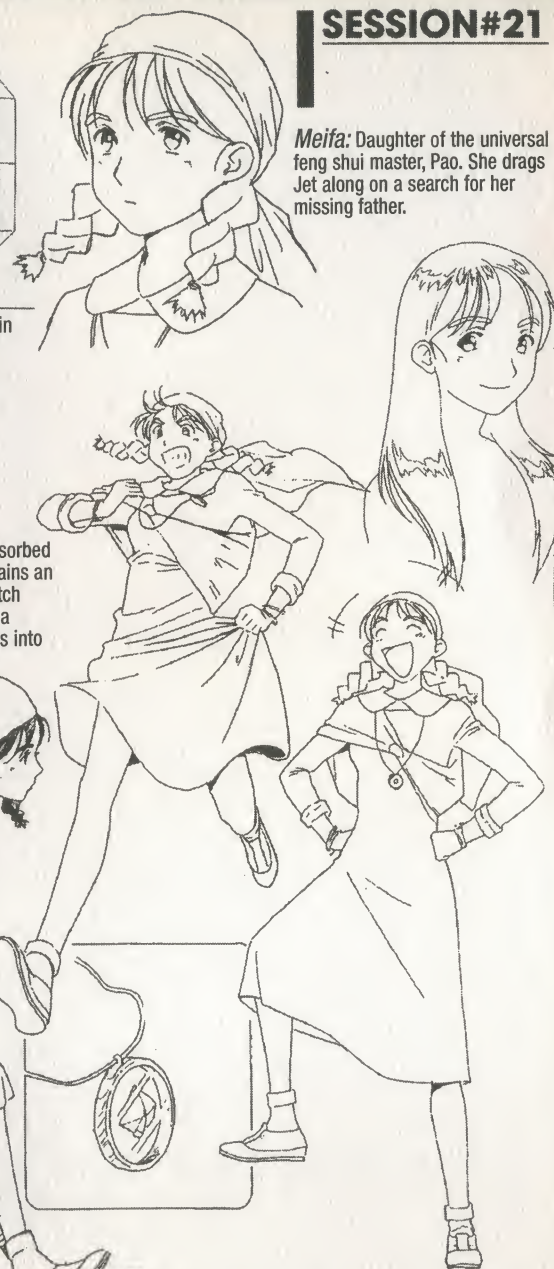
## SESSION#21



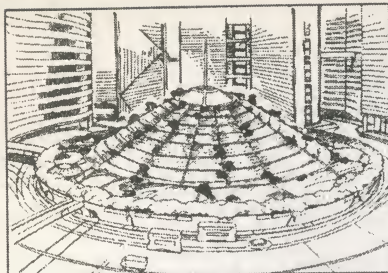
*Meifa's Luo Pan:* This is used in feng shui and has the power to change bad luck into good luck.



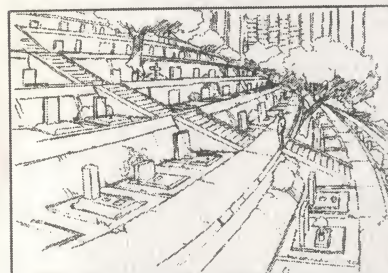
*The Sunstone:* A stone that absorbed a time-space distortion and contains an unstable energy. Its surface is pitch black, but the chipped areas are a beautiful translucent blue. It locks into place in the Luo Pan.



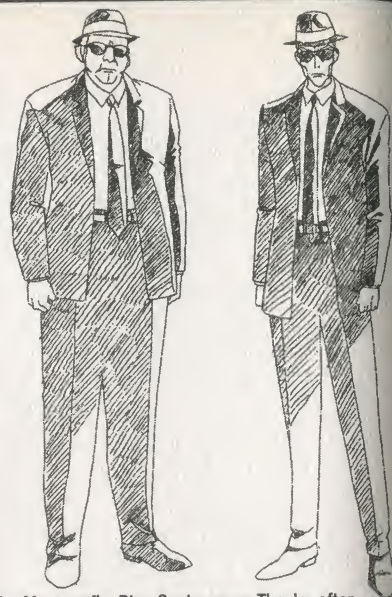




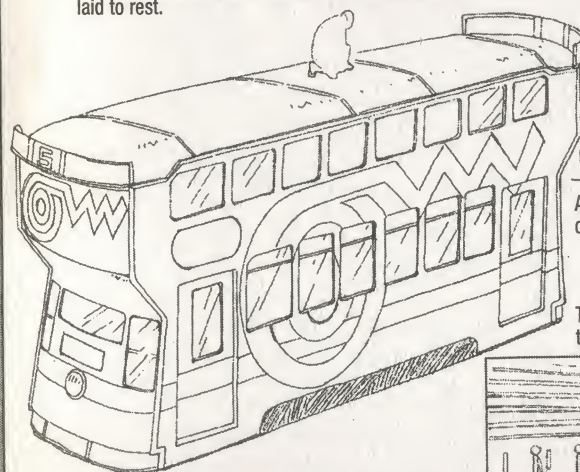
Public cemetery on Mars: The grounds of the graveyard are rather well-kept.



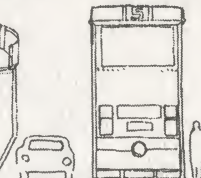
The corner of the graveyard where Pao has been laid to rest.



The Mars mafia, Blue Snake gang. They're after Pao, so when Meifa and Jet get too close to him, they attack.

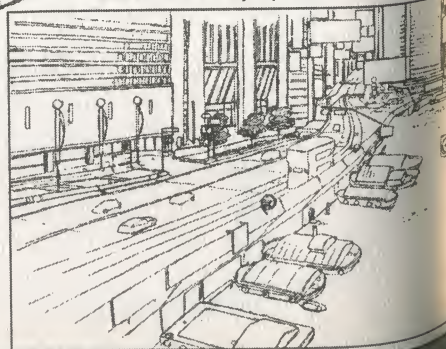


Tramcar: Meifa and Jet jump on to this to get away from the gang's attack. The skylight is a solar panel.

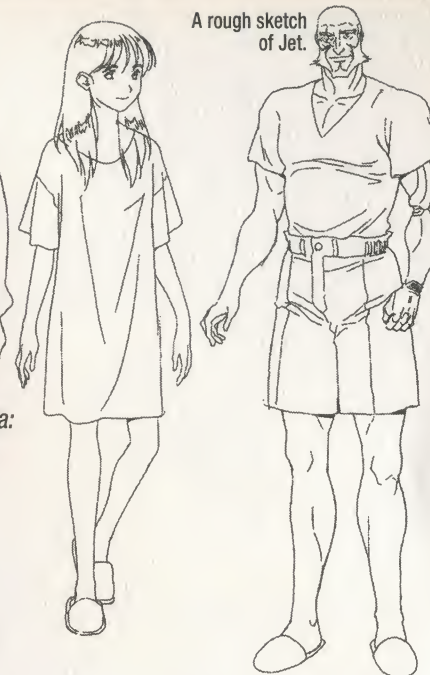


A size comparison of an average car, a tramcar, and a person.

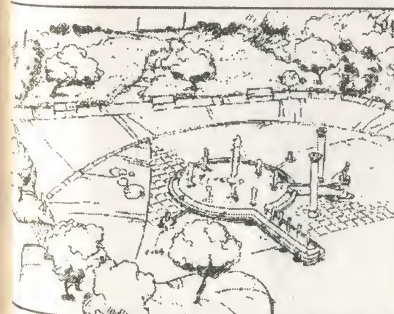
The canal in the middle of the city that Jet and Meifa jump into.



A rough sketch of Meifa: The oversized T-shirt she's wearing is probably Jet's.



A rough sketch of Jet.

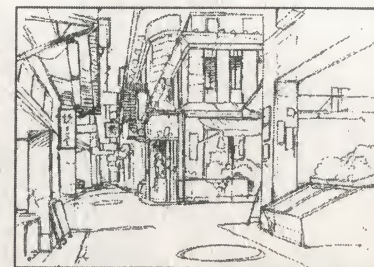


Panoramic view of the park in which Jet and Meifa eat ice cream.

The lion-dog statue in which Meifa finds the sunstone: The sunstone is hidden inside its mouth.

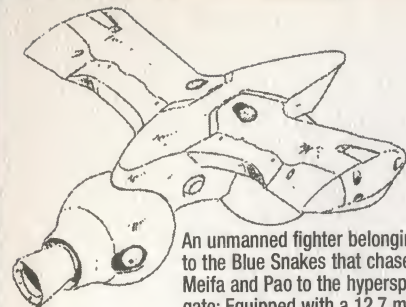


The ramen shop where Jet buys the lao jiu to use as a weapon.

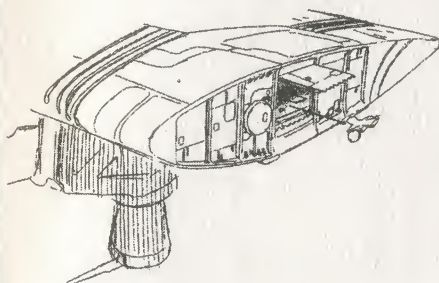


The back street where Jet and Meifa meet with a second attack from the gang.





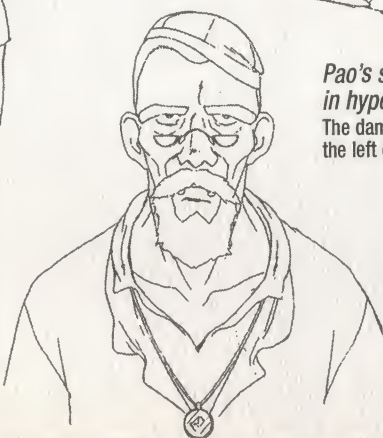
An unmanned fighter belonging to the Blue Snakes that chases Meifa and Pao to the hyperspace gate: Equipped with a 12.7 mm machine gun.



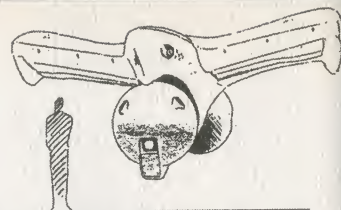
Opening and closing the Bebop's waste ejection hole: The front section is a slide, and the back section cuts into the main part of the ship at an angle.



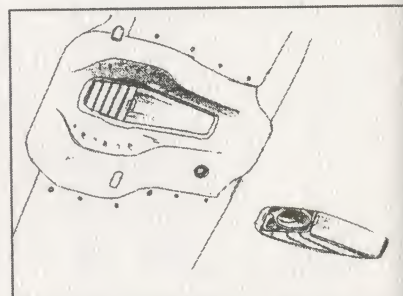
Pao's ship, stranded in hyperspace:  
The damage to the left engine is beyond repair.



Master of universal feng shui, Pao:  
Meifa's father. In order to protect his family from the syndicate, he kept his wife and Meifa at a distance.



A size comparison of a Blue Snake unmanned fighter and a person.

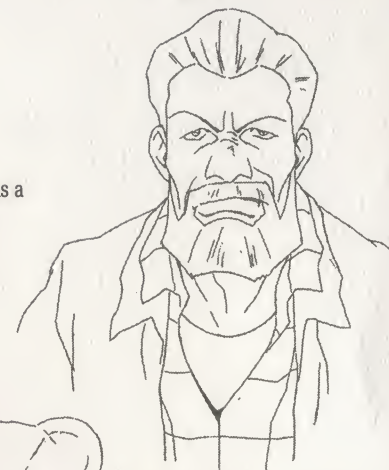


Opening and closing the Bebop's waste ejection hole: The front section is a slide, and the back section cuts into the main part of the ship at an angle.

## SESSION#22



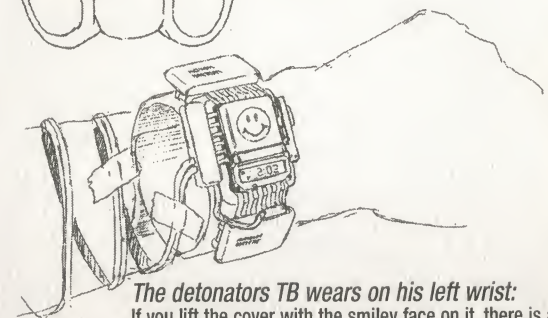
Teddy Bomber as a security guard.



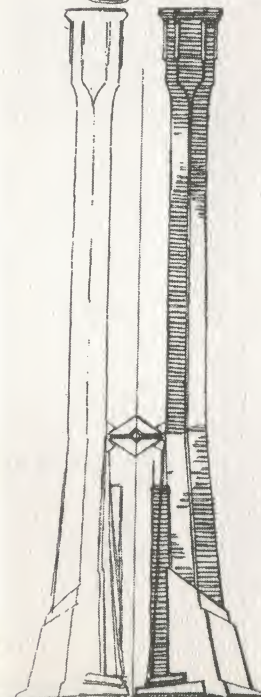
The Teddy Bomber: Nicknamed TB. Has committed numerous terrorist acts by putting bombs in teddy bears and blowing up tall buildings. His actions are a wake-up call to modern society.



A teddy bear with a bomb in it.



The detonators TB wears on his left wrist:  
If you lift the cover with the smiley face on it, there is a detonator beneath.

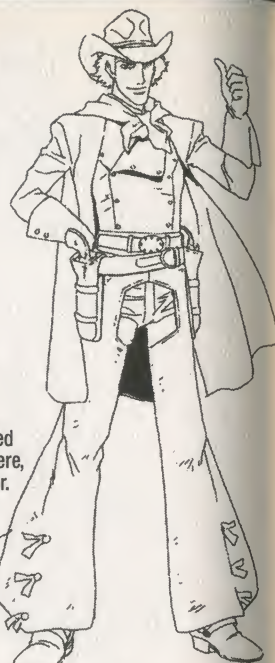
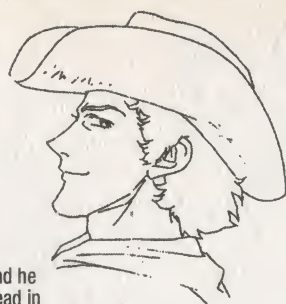


The high rise building where Spike, Andy, and TB meet shortly before the whole things goes up in flames.

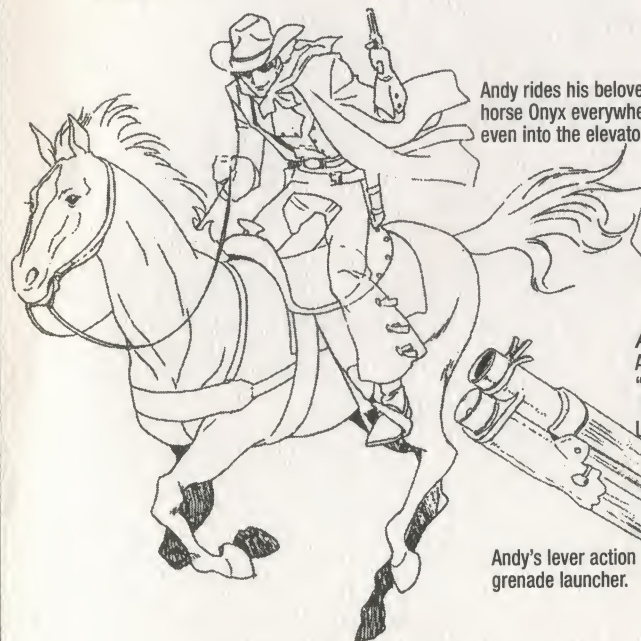




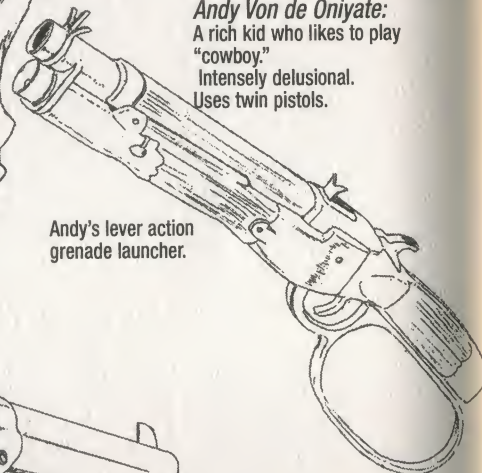
He has a tendency to ego-trip, and he believes that he's the romantic lead in a movie.



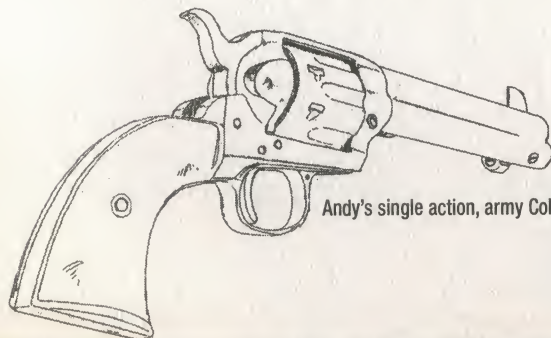
Andy rides his beloved horse Onyx everywhere, even into the elevator.



**Andy Von de Oniyate:**  
A rich kid who likes to play "cowboy."  
Intensely delusional.  
Uses twin pistols.



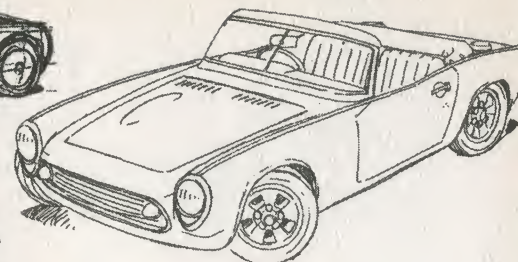
Andy's lever action grenade launcher.



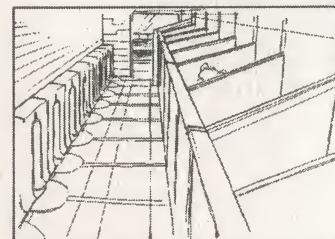
Andy's single action, army Colt .45.



**TB's car:** TB wearing a teddy bear outfit while driving a retro-design car.



**Faye in a dress:**  
Faye attends the party in an old-fashioned gown.

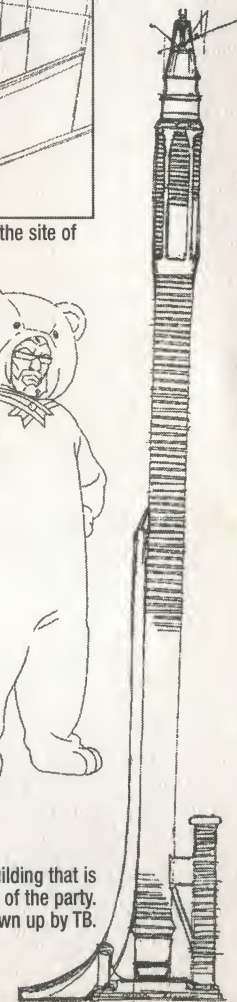


A view of the dressing room at the site of the party. TB is in the stall.

TB disguised as a teddy bear.



The high rise building that is the site of the party.  
Blown up by TB.

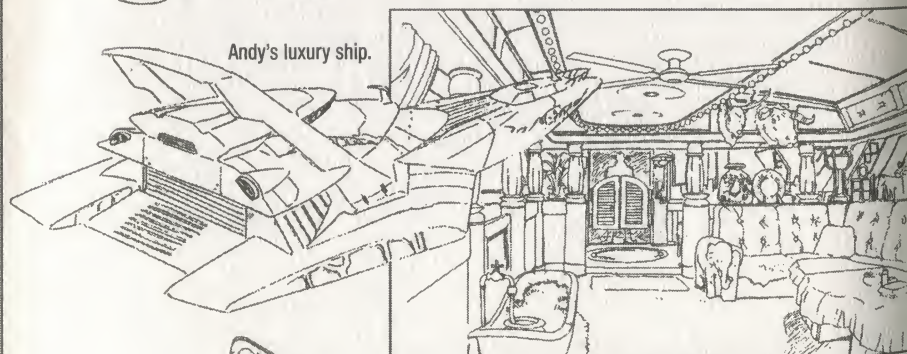






Spike's disguise. On the forehead of the mask is a glass jewel.

Jet disguised as a hippie.

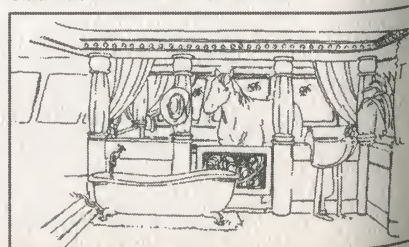


Andy's luxury ship.

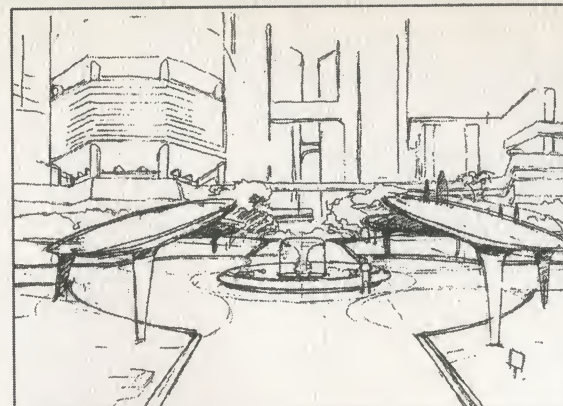
Andy's cabin: On the left is a small horse stall. Below: A front view of the stall.



A can of Andy's special Son of a Gun stew.

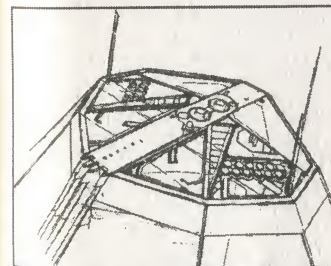
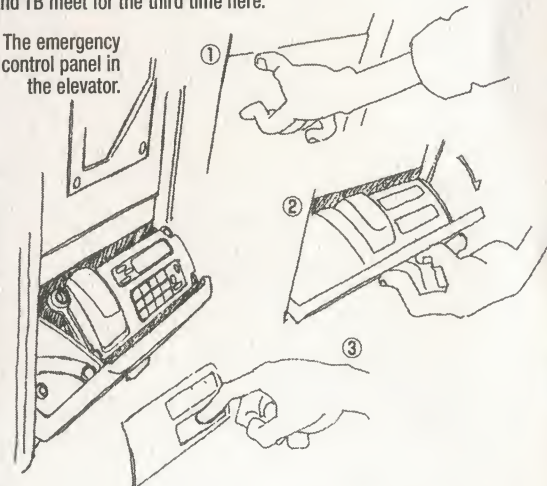


TB in street clothes.

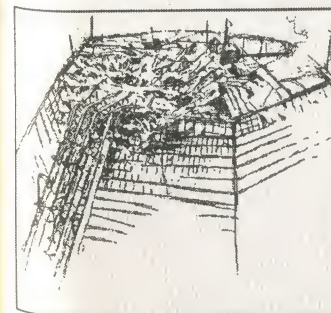


City hall plaza, TB's third target: Spike, Andy, and TB meet for the third time here.

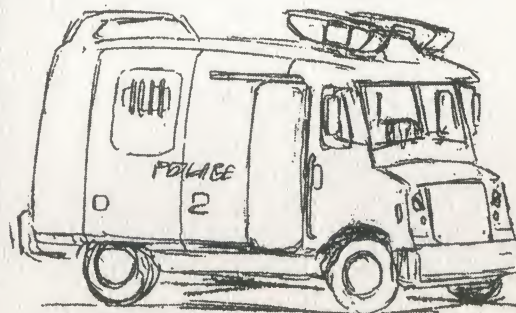
The emergency control panel in the elevator.



The city hall's rooftop heliport before the explosion.



The city hall's rooftop, destroyed: This is where Spike and Andy have their final showdown.



The transport vehicle that carries TB after he's arrested.



# SESSION#23

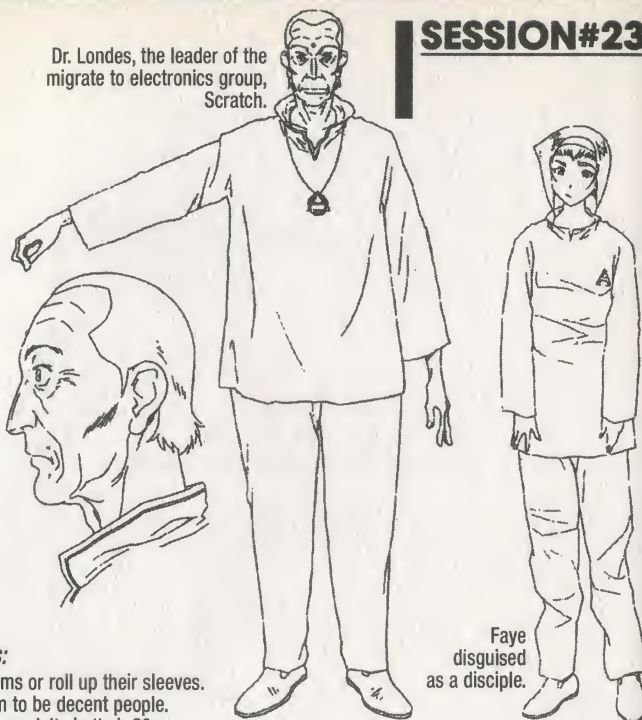


The pendant Londes wears around his neck.



The badge all disciples wear on their left breast.

Dr. Londes, the leader of the migrate to electronics group, Scratch.

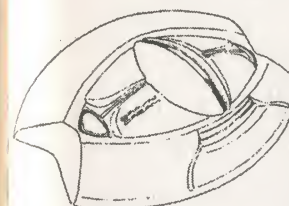
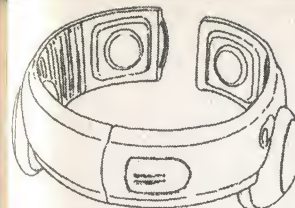


Faye disguised as a disciple.

## "Scratch" disciples:

They don't fold their arms or roll up their sleeves. At first sight, they seem to be decent people. Most disciples are young adults in their 20s.

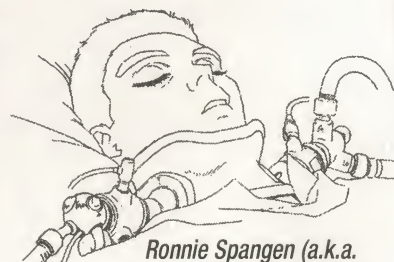
## Followers



Brain Dream: The game device "Scratch" uses for brainwashing. The top is the headset, the bottom is the main unit.

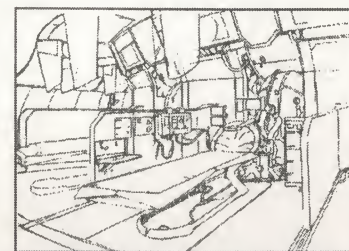


The mountain of monitors in the abandoned school.



Ronnie Spangen (a.k.a. Londes) the mastermind behind "Scratch":

A young boy who fell into a coma due to an accident two years ago. An ex-hacker.



The convalescent room where Ronnie continues to sleep.

To find the source of Scratch, Jet and Ed go to Ronnie's hospice disguised as grieving visitors. They pretend to be father and child. "Papa!" screams Ed, clinging to her faux-daddy.



## Cast and Crew

### Main Staff

Director: Shinichiro Watanabe  
Screenplay: Keiko Nobumoto  
Character Designer: Toshihiro Kawamoto  
Mechanics Art Design: Kimitoshi Yamane  
Set Design: Isamu Imakake  
Art Director: Junichi Higashi  
Color Coordinator: Shihoko Nakayama  
Director of Photography: Yoichi Ogami  
Audio Director: Katsuyoshi Kobayashi (A.P.U.)  
Music: Yoko Kanno  
Animation Production: SUNRISE INC.  
Producer: Masahiko Minami, Kazuhiko Ikeguchi  
Produced by: SUNRISE INC. & BANDAI VISUAL CO., LTD

### Cast

Spike Spiegel.....Koichi Yamadera  
Jet Black.....Unsho Ishizuka  
Faye Valentine.....Megumi Hayashibara  
Ed.....Aoi Tada






Translator — Amy Forsyth  
Cover Designer — Thea Willis  
Graphic Designer — Anna Kernbaum

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Production Manager — Joaquin Reyes  
Art Director — Matt Alford  
VP of Production — Ron Klamert  
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